SYNCHRONEWCITY 2 GO!

Synchronise by Dice!

Let the dices roll,

To reach Your goal!

The Dicey Exploration Game.

Divine by Design.

SYNCHRONEWCITY 2 GO!

General guidelines

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ANational Dicexploration Society publication.

1st Edition, 2025.

I must always obey the dice.

Lead where they will, I must follow.

All power to the die!

From “The dice man”, by Luke Rhinehart.

Credits:

All credits go to Todd Acamesis, who can be considered as the "Godfather" of the Synchronicity dice walk, and lured us all down the rabbit hole.

A special thanks to my son, who took the pictures, created cards, logos and so on used in this publication.

Special thanks also to my daughter, who took time from her busy schedule to paint and mark dices and spinners, preparing activity cards and more for me.

And last, but not least, a special thanks to my wife, who allowed me to spend time and money on this insanity, a truly Die-abolical work.

Please note that English is not my native language, and any mistakes in this publication is strictly synchronistic.

Contact:

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Please feel free to share this publication with as many as possible.

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1. Introduction:

Welcome Dicexplorer, to the wonderful world of Dicexploration, where we use dices to explore the world, hense the word Dicexploration.

This project started thanks to Todd Acamesis videos on YouTube, which inspired me to try out the synchronicity Dice walking for myself, and I loved it from the start.

This project is not an attempt to steal other people's ideas, but a mere attempt to collect and set ideas into a system that can be used by anyone.

Birth of the Dicepeople:

The father of dice decision making, is by many considered to be Luke Rhinehart, after his book "The dice man" from 1971.

The book is recommended reading for any dice enthusiast, and a version of the book is available at the Internet Archive.

In short, the book is about a man, bored with life, who by intuition and on the spur of the moment, decide to let a die decide his future actions, and it changes his life.

The book outlines the basis for die decision making, where You first write down the numbers 1 to 6, and then assign to each of the numbers a task or action to be performed if the die ends up on that number.

It is important that the list not only contains things You want to do or prefer, but also things You do not want to do or things that brings you out of Your comfort zone.

The list can be anything, such as what to drink, who to date, directions to take and so on.

You then toss the die to let the die take the decision for You.

Now, here is the important part, once the die has been cast, you must follow up on the decision, and perform the task or action and see it through.

If You do something other than what the die decided, you will soon regret it… Believe me!

For further information on how to play the die game list, see "Bonus 2, The Art of the die".

As stated, the die can help You make any decision, even hard ones, but before You let dice take control over Your life, just remember that, like people, the dice also make bad decisions.

Dice Walking Basics:

The first dice walking game I tried many years ago, was pretty basic.

The only rule it had, was not to go back, since You cannot go back in time, and therefore You should only go forward.

Here You walked until You came to an intersection or any other place where You could change direction.

You then used a die to decide what direction to take.

For further description, please see “Bonus 1, The Basic Dice Walk”.

The game ended when you got stuck in a dead-end street, with no further possibilities to go forward.

The Basic game used only one die, and in order to be fun, you needed companions that could see opportunities, and take chances, without being afraid to make a fool out of themselves, or be bothered with wat a others think.

With the right companions, the dice walk can be like a great adventure out of the Hobbit, where You find treasures, save ladies in distress, get drunk and explore the world, all while having a jolly good time.

If You have the wrong companions, who does not like to get out of their comfort zone, and always are afraid of what others will think or say, you end up with a zombie tag-along, the living dead just walking around to get a change of scenery, which is no fun at all.

Dice Walking Revival:

And this is where Todd Acamesis comes into the picture. He brought synchronicity to the dice walk game.

He added some fun and creative activities to perform while on a dice walk.

Todd Acamesis made the dice walk more interactive, by having different dices to use, playtime activities, different ways of finding directions and so on, and by doing this, even dull and boring companions could contribute to a good time.

So, what is synchronicity?

In short, synchronicity are all those meaningful coincidences that have meaning to You.

Today, most people live busy lives, not noticing all the signs from the great multiverse, and they are therefore out of synch with their lifepath.

There are several synchronicity sign types that You should be aware of while Dicexploring, hereunder:

a. *Warning signs.*
b. *Confirmation signs.*

C. Omen or prophecy signs.

D. Manifestation signs.

E. Opportunity signs.

A. Warning signs:

The warning signs are the multiverses way to try to steer You away from a negative path.

Soldiers are normally trained to look for danger signs, such as no people in a busy street, newly covered holes in a dirt road and so on, but civilian people are normally oblivious to such signs.

Examples of the multiverses warning signs might be:

An attempt to stop You from taking a plane trip.

You may oversleep, because Your alarm did not go off, and You hurry to Your car, which does not start, and You have to take a Taxi, which is late, and you get stuck in traffic, and when You finally arrive at the airport, you discover that You have forgotten Your passport.

All these random incidents may be the multiverses way to say that You should not take the plane trip, but stay home.

It may be that the plane crash, that the destination is struck by earthquakes or a tsunami and so on.

Or nothing bad at all happens, and you have a good time, but if You had stayed at home, you would have met Your perfect soulmate, gotten the job You always dreamed off, or purchased the winning ticket to the Powerball lottery.

B. Confirming signs:

The confirming signs are the multiverses way to say that you are on the right track.

These are normally positive feedback that gives You the happy go lucky feeling.

Normally occurs after You have made some life changing decisions, such as starting a new job, ending a relationship, moving to a new place and so on. These decisions will bring You into harmony with Your higher self, and give You the feeling of deep purpose in life.

It may be a butterfly landing on Your head, turning on the radio, and hearing “Good vibrations”, hearing “You’re on the right path” or “Way to go” just by coincident from others.

C. Prophecy or omens signs:

The ancients used omens to determine weather changes, coming death and doom, future of the crop and so on. These signs usually had some symbolic meaning. Dreams may also reveal symbolic meanings, and there are books that will give you the meaning of different dreams. Today. many looks for reoccurring numbers that might have meaning.

Some call these the angel numbers, and may be 11:11 on the clock, waking up at 3:33 every night, or seeing the numbers 666 on a car licence plate.

Some numbers may have a direct connection to You, such as birth date and so on, while others You must look up in any angel number list in order to get their true meaning.

D. Manifestation signs:

The manifestation signs are those miracles that manifest themselves when You need them.

Here you will either hear or see something you were thinking about manifest itself.

It may be that You need money to eat or go to the movies, but are broke, only to discover some cash that You “forgot” in a drawer, pants or a jacket.

It may be that You think about some person, and shortly thereafter they call You, or You accidentally meet them the next day.

This is the law of attraction at work.

E. Opportunity signs:

These are the opportunities that come at the right moment, when you need them, that gets you out of bad situation, or to open new paths to follow.

These experiences fill you with joy and relief when they occur, and everything feels right, without friction or resistance.

SynchroNewCity 2 Go! Intention:

The intention with the SynchroNewCity 2 Go! Dice game, is to sensitize you to the synchronicity signs that life brings, teaching You to perceive the often small and insignificant signs in our daily life, so that You will notice reoccurring things in conversations, number's themes and so on, as these might just be the multiverses way to send you signs that you should interpret and act upon.

You should reflect upon any such incidents, and try to decipher their personal meanings.

The best way to get in synch with the multiverse, will be to step out of Your comfort zone, and open Yourself to new experiences.

You will need to break out of Your boring routines and habits.

This is where the SynchroNewCity 2 Go! Dice game Comes in, as it is designed to bring You out of Your comfort zone, and give You new and exciting experiences, all while exploring and having fun with Your friends.

Sources and Thanks:

The basis for the SynchroNewCity 2 Go! System has been the Todd Acamesis synchronicity dice walk videos, along with other Youtubers who also has provided Dice walking videos, also known as "Dice roll walks" or "Dice'n'walk".

Some Dice walking net pages has also been used to give contents to the game.

Wherever I have remembered the publisher, I have given credit.

To all those I did not name, I apologize, but I am grateful for Your contributions to the Dice walking community.

A special thanks to “Wearside Psychogeography” on YouTube, for their book tip “The Dice man”, a fun read, for those of You who are adults and into books.

There are a million ways to perform a synchroNewCity 2 Go walk, and as the title of this publication indicates, it is only a guideline.

The great multiverse follows “Calvin and Hobbes” rules, which can be changed as You go along.

That is the great beauty with the Dice walks, you may use any dices you want, use any equipment you’ll like, and you may change rules and definitions as you please.

The main objective is to have fun with your friends as you explore the world.

Purpose:

There are multiple reasons for playing the SynchroNewCity 2 go! game.

Firstly, it will get you in sync with our magnificent multiverse, and also get you on track for your own destiny.

Secondly, it will bring you down the rabit hole, exploring areas, places and so on, that you would never visit otherwise.

You might discover pearls and hidden gems off the normal paths and tourist traps.

Admit it, how much of your city have you really seen? and when traveling to other places, what other than the tourist sites do you see?

Most people do not venture far from main roads and tourist attractions.

This game will bring you and your friends around town in a fun and interesting manner.

It may also take you out of your comfort zone for a while, while at the same time letting you learn something about yourself.

You might also re-discover the child in you.

Last, but not least, the Main objective is to have fun with your friends, and who knows, maybe make some new ones.

Go forth with an open and curious mind, and have no expectation of the outcome.

Caution!

It is important to stress that all areas of the world are not always safe, even though you're just having fun.

There are areas you cannot or should not go.

This may be restricted military or government areas, areas with high crime rate, or gang turfs or the likes. There are areas of the world where your race, skin colour, gender etc may get you in trouble with the locals.

It is therefore recommended that if you intend to play this game in a city you do not know, then ask police or locals about "no-Go areas", areas with crime etc, and try to stay out of these if possible.

Some countries also have curfews, where movement is restricted to certain hours of the day.

Make sure you know if any such restrictions are in place, and make sure you are not caught out after dark during curfew hours.

Also remember local customs and etiquette.

In some countries you may not be allowed to enter some areas if not correctly dressed, such as churches, mosques, holy sites. Short or indecent clothing may get you in trouble or raped.

In some places there might also be restrictions on genders, where only males or females are allowed.

Also dress for the weather, and bring water, sunscreen, mosquito repellent, etc where needed.

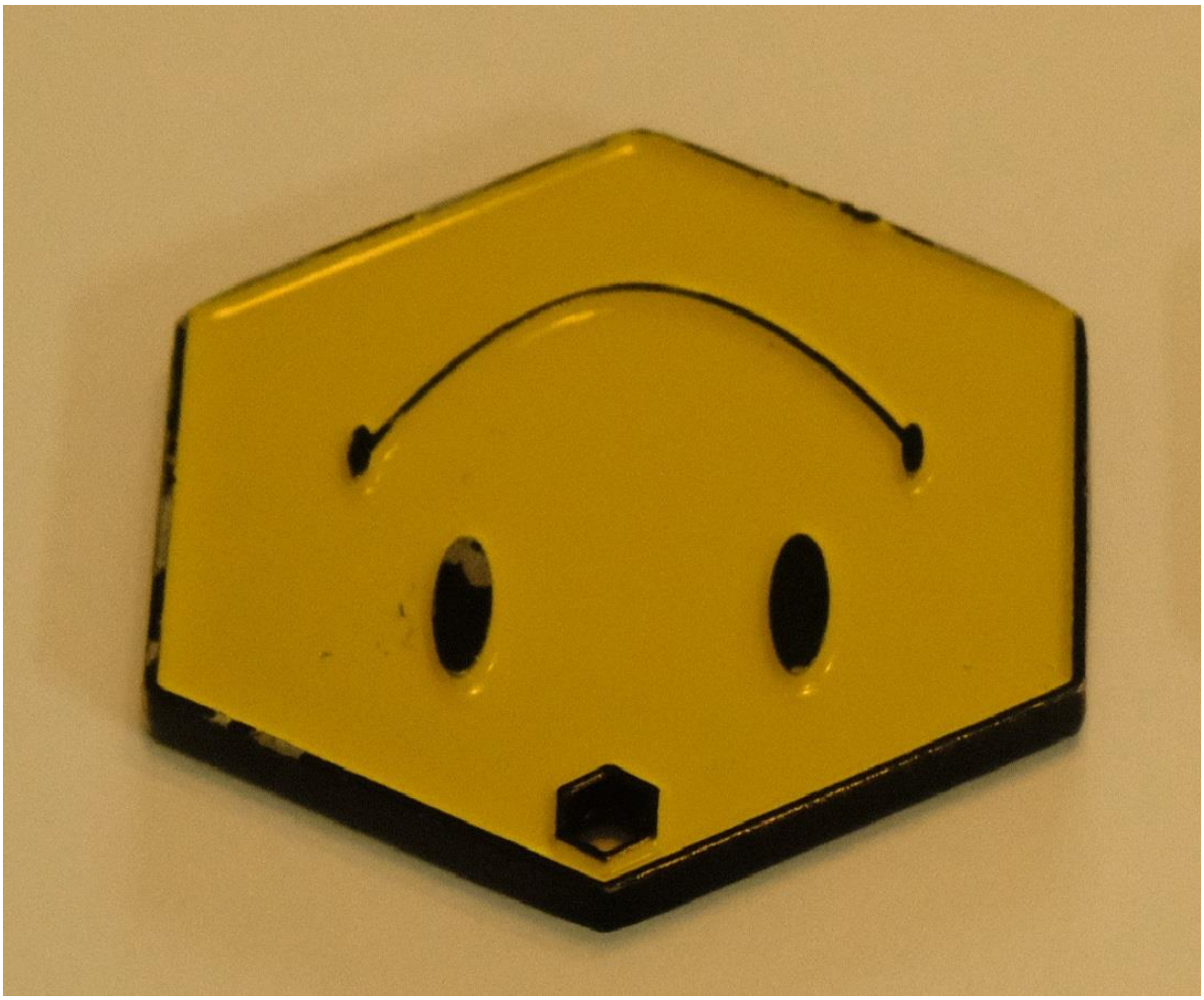
If you are planning to drink alcohol during your gaming, or if you are one of those who easily get lost, then it could be smart to carry a card with your address (home/hotel) in local language, and make sure you have enough cash to be able to take a taxi back.

If you intend to take public transport, then make sure you have a valid travel pass or ticket.

If using cash to pay for travel, try to have exact change for the bus.

Also be aware of hazardous animals and insects, such as snakes, rabies infected dogs or cats and the likes.

Remember that the game should be a fun and life changing event for you and your friends, not a life ending one, so take care!



don’t worry, be happy!

2. The games In Brief.

The goal of the game is simply to let fate and destiny, in the form of dices randomly move you around town, with some activities thrown in to make it fun and interesting.

And while you are walking about, keep looking out for those meaningful coincidences we call synchronicity.

There are several ways to play the game.

A quick description of the different games and equipment are as follows:

1. **Simple SynchroNewCity 2 Go!:**

This is just a basic exploration game, where the main objective is to let the dices move You randomly through a town or area.

Here the Green and White dice are used to randomly walk around in a city or place.

The green die gives you the direction to walk.

The die gives directions like F = Forward, B = Back R = Right or L = Left, and in addition the A stands for “Ask a stranger” and the W stands for White rabit”, which means You follow a designated rabit.

The white die gives you the minutes or the number of blocks or streets to walk.

If time is used, then some sort of clock or timer will be needed.

2. **The Dicey drinking game:**

Here the town or places pubs and bars are the main objective for the exploration.

Here the Green, White and Black dices are used.

Some of the letters on the Green die is given another function, namely locating places to get alcohol, Where the A stand for Alcohol, and the W stands for WC or Waterhole.

If the A or W turns up on the die, you locate the nearest pub or bar, and get a drink.

The other direction letters are used as normal.

The white die is used as normal, but can also be used to set the number of drinks, yes or no for more drinks etc.

The Black die is used to order the drink for the entire group.

The letters on the die have the following meaning:

N = Non-alcoholic, B = Beer, S = Shot, C = Combi, namely Beer and a Shot, D = Drink and F = Free choice.

Here the popsicle stick or a timer can be used.

If one has Activity cards with drinking games, then the A on the Green die may be used as an “Draw Activity card”.

An activity card is then selected by one of the participants, and You find a bar and play the selected drinking game.

3. **Medium SynchroNewCity 2 Go walk, Blue:**

This is the basic exploration game with added features to direct you around town.

Here the Green, White and blue dices are used.

The “W” on the Green die will direct you over to the Blue die, which is the Where now? die. The Blue die is then thrown to give you some alternative direction wayfinding methods.

The Blue die gives You the following options:

D = Dice or Draw, W = Wait, S = Sign, R = Rabbit (Follow white rabbit), B = Begin spin and finally A = Ask a stranger or Activity card.

If You have Special dice, such as a D8 or D12, they can be used if D comes up on the Blue die, if no special die, but You have Activity cards, they may be used either if D (Draw card) or A (Activity card) comes up on the blue die. One may be used for direction (D) and A may be used for alcohol, namely the drinking game cards.

A timer will also be needed to keep track of waiting time, follow the leader and so on.

4. **medium SynchroNewCity 2 Go walk, Red:**

This is an exploration game, with added fun activities to perform.

Here the Green, White and red dices are used, with the Black as optional.

The Red A on the Green die in this game directs you to the Red die, where you have different activities, such as drawing activity cards, Play children's games etc.

When using the Activity die, some sort of timer will be needed.

The red die has the following features:

T = Toss die or draw activity card), F = Follow the leader, C = compliment, M = Manifestation, P = Playtime and finally D = Draw a card.

The "Toss die" refers You to the Green directions dice, either the D6, D8 or D12. Optional draw a Direction activity card.

The "Draw a card" directs You to the Playtime activity cards.

A timer will be needed for timing the playtime activities.

The activity cards will also be needed, alternatively use the Cheat sheet.

Special dices are optional, such as D8 or D12.

5. **Advanced SynchroNewCity 2 Go walk:**

Here all the dices are used to give the gamers all the exploration options along with some fun activities to do while exploring.

Here the Green, White, Blue and Red dices are used, with the black being optional.

Here the A on the Green die will direct you to the Red Activity die.

The red die will give you some fun activity to perform, and a timer will be needed.

The Blue "W" on the Green die directs you to the Blue die for the extra exploration options.

A Timer will be needed for keeping track of playtime, waiting time etc.

The activity cards will also be needed, alternatively use the Cheat sheet.

Special dices are optional, such as D8 or D12.

If available, then coins, special dices, activity cards etc can be used with any of the above games.

It is up to the group to decide how advanced they want to make the game.

3. Equipment.

In this section we will look at the equipment that can be used to play the game.

The more items that can be used, the more random the game will become.

The more items the participants can play with, the more fun the game will be.

In short, the more “Buffo” you can get, the more interactive and engaging the game will become.

The picture above shows assorted equipment that can be used for Dicexploration.

Equipment needed:

A. Dices.

B. Timer or Clock.

C. Activity cards.

D. Special dices.

E. Coin or token.

F. Spinner.

G. Popsicle stick.

H. Smart Phone Apps.

The list contains some of the equipment that can be used, but You may add other items as you see fit, be creative and have fun.

The only limitation is how much crap you want to carry around with you on the walk.

The best way will be to give each of the participants one item each to carry and use, as this makes the game more interactive and fun.

Just make sure You get it all back after the game is over.

Now, let us take a closer look at the equipment, their design, colour meanings, layout and suggestions of how they may be used.

A. The Dices:

A creature of the Gods - the die.

From “The dice man”, by Luke Rhinehart.

As mentioned earlier, the game can be played with as little as one standard 6-sided die or app on the smart phone, but it is more fun with more dices or other items, as this makes the game more interactive and fun.

Commercial dice VS Do it Yourself:

When it comes to dices and other equipment, You can either purchase the necessary equipment from commercial vendors, or, if You are of the creative sort, You can create Your own dices and equipment.

A Commercial Equipment:

If You have the economy, and are maybe not of the creative sort, then commercial dices and other equipment will be the solution.

Today You can get dices in all colours and sizes, in a wide range of shapes, everything from a D2 to D100.

You may purchase any style of die that You like.

Some dice have rounded corners, so that they will roll easily, while others have straight edges, and are harder to roll.

The commercial dices will normally be made from assorted hard plastic components or different metals, such as brass or other alloys.

You can also get dices that are silicone or foam.

Fun fact:

Did You know that dices will be either for left-handed or right-handed persons?

If You have a “Right-handed” die, You can identify it by placing the #1 pip or number side up, and then turn the die, so that You can see the #2 and #3 sides.

On the right-handed die, the #2 will be to the left, and the # 3 will be on the right, with the #1 on top.

The Left-handed die will have the #3 on the left side, and the #2 on the right side.

The Right-handed dices are normally found in the West, while the Left-handed dice are more common in Asia and the Far-east.

In this guideline we recommend using 6 different coloured dices, namely White, Green, Blue, Red, Black and Yellow.

The reason for the different colours, is that it makes it easier to separate them, after a function has been assign to the die.

The dices may be any other colour, just assign a function to it, and mark it accordingly, or adjust the cheat sheet for your colour.

Do it Yourself:

You can of course create Your own dices and equipment, if You have some time on Your hand, and are a creative soul.

You can get blank dice or modify commercial dices.

The Blank dices will normally be made of assorted hard plastic, wood or foam.

These dices may come in different colours, or may be natural wood or just plain white.

These dices can be modified in different ways, depending upon Your skill level and available tools and equipment.

You may simply use a permanent marker to mark the die, and may use different coloured pens to differentiate between the dices.

These pens should have water-proof ink, so they do not smear or run if they get wet.

Another way will be to use self-adhesive letters or numbers on the die.

These letters can also be found in different colours, or You can buy white letters and colour them.

You can also use printable stickers, and print whatever You like on the sticker, and then stick it on a die.

If You have a steady hand, You can paint the dices in Your preferred colours, and then paint the letters on the painted die.

For those that had Woodcraft at school, they might carve the letters on the wooden Dices, either by using hand tools or machine.

You may also get the die laser engraved, with the text of Your own choice.

If You have the skill, and a 3d printer, then You can create Your own dices and print them out in whatever colour You want.

You may use existing die files, or create Your own.

You can also modify commercial dices, to fit Your needs.

You may paint the dices pips or numbers in the colour of the intended die, or the colour of the letters for that specific die, for example, if You have a commercial Green die with White pips, You can paint the #1 Pip in Blue, and The #6 pip in red, to match the colours on the green die.

Another option is to mark a regular die with the different letters from each die. It is then recommended that you use the colour of the respective dice on the letters. For example, green ink on all letters from the green die, red ink on all letters from the red die etc.

When it comes to DIY, You are only limited by Your own creativity, skill, equipment and tools.

Be creative and have fun creating Your own kit.

Size does matter:

It is recommended to use large dices, that can take a beating.

The standard die size is 16mm, and although it is practical with smaller dices, that can easily be carried in a pocket, the small dices have their limitations.

Small dices may be hard to read, especially if dark outside, and if playing with older people, who needs glasses, but never bring them along.

Small dices are also easily lost.

Large dices are less likely to roll down cracks in floorboards or cobble stones.

For my “Every Day Carry” I have 20mm Brass dices, which are large and wonderfully heavy.

I also have a 25mm set of coloured straight edge Koplow dices, which I use when playing regular games, and I also have two 32mm Koplow dices that I use when gaming and drinking, as these dices are easy to read in low light settings, and are difficult to lose.

Non-physical alternatives:

a dice app on your smart phone can be used to play the entire game, either by using a cheat sheet, or recalling the different dices from memory.

You can also use lists with random generated numbers.

SynchroNewCity 2 Go! Game Dice description:

The following coloured dices are the main dices used in the game, and are as follows:

1. *White die. - Multi-purpose. Primarily distance or time die.*
2. *Green die - The Go, or direction die.*
3. *Blue die - The where now? die, for more direction alternatives.*
4. *Red die - The Action or activity die.*
5. *Black die - The booze or Blackout die, gives directions for drinks.*
6. *Yellow die, or the Yes or No die.*

Each of these serve different functions in the game. The different coloured dices will have coloured pips or letters that points You to the die with the same colour, for example White pips or letters directs You to use the White die, Blue to the Blue die and Red to the Red die, and so on.

The number of dices you will need, depend upon how advanced you want the game to get.

For random sightseeing, two dices are the recommended minimum, the white and green dice, with the Blue and red as optional.

For the basic drinking game, three dices are needed, the white, the green and the Black, With blue or red as optional.

For the full adventure, all the dices should be used.

Let us look at each of the different dices, their design and their assigned functions.

Note that the “How to use” the different dices will be described in section 4.

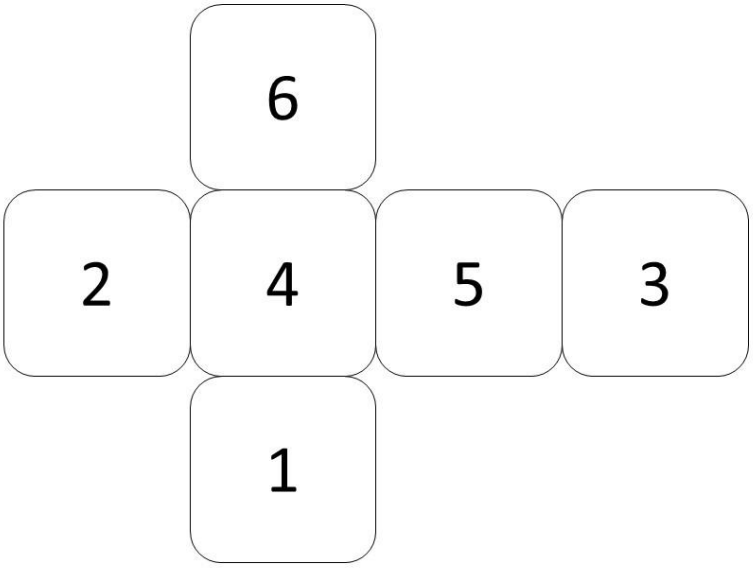
A1. White die:

The white die is a regular White D6 die with pips or numbers from 1 to 6.

The pips or numbers may be black or multi-coloured.

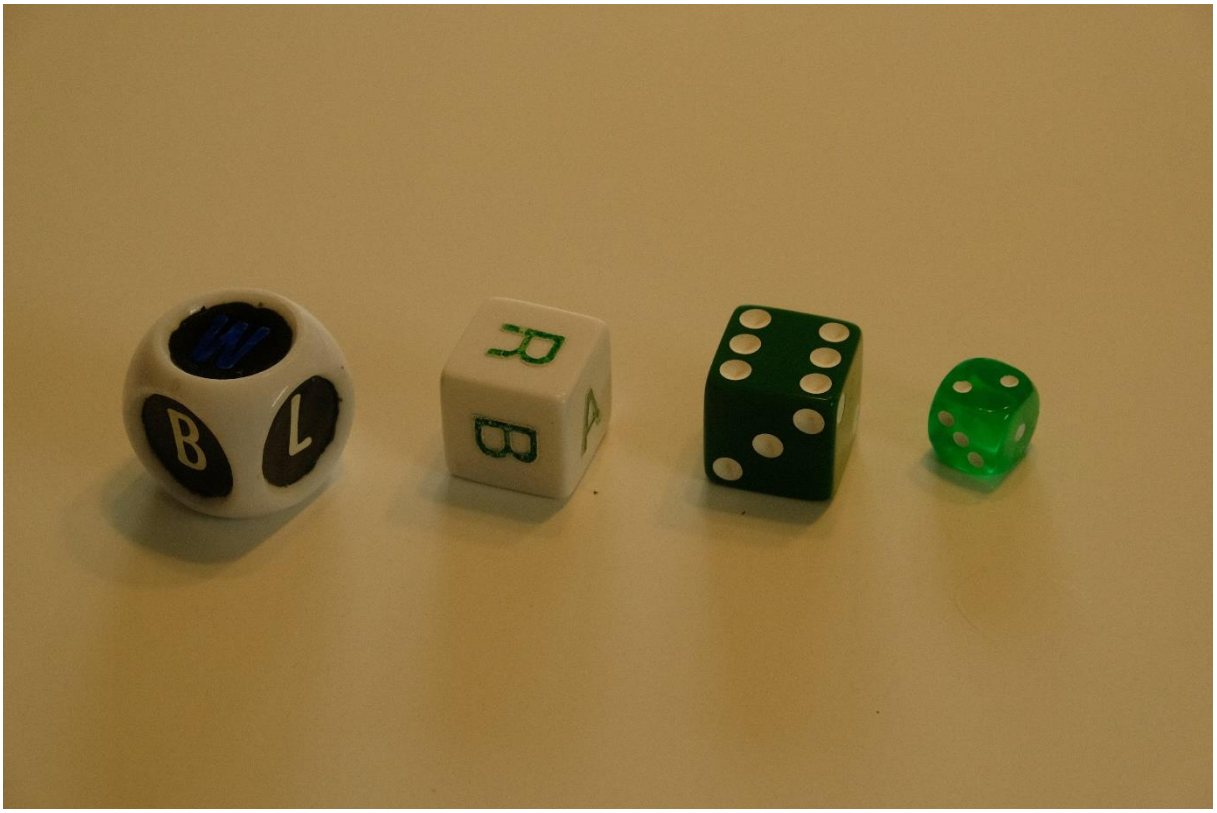
This die has a multipurpose function, since it is used to give the magic number, find the magic colour, it is used for distance or time, to give yes or no answers, and in a pinch, a single regular die can be used to play the entire game, and should then be used with the SynchroNewCity 2 Go! Cheat Sheet.

White Die Layout:



The above illustration shows a standard White die with numbers, but You may also use dices with pips.

A2. Green die, Direction die (The Go die).



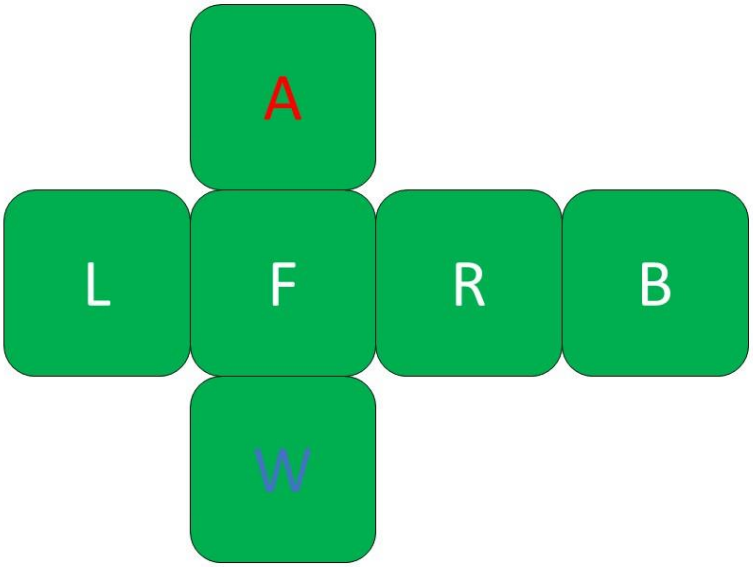
The green die, is, as the name indicates, a green coloured six-sided die, with different letters in different colours.

This die is the second most important die, since it is the one giving you instructions on which way to go.

This die is used in all the games.

The die is also a multi-purpose die, since some of the letters on this die have different meaning, depending on what kind of game you are playing.

Green Die Layout:



The above illustration show the layout of the Green die with letter colours.

Description of Green dice markings:

(1) - W in Blue.

W has several meanings, depending on your game.

A. Basic SynchroNewCity 2 Go:

W stands for White rabbit, and here the group will follow a stranger who appears to know where they are going.

The White die is used to give time or distance to follow the rabbit.

B. The basic drinking game:

Here the W stands for WC or Waterhole. The group then look for a pub or bar, and may enter if permitted to by die, coin or popsicle stick.

C. Medium or advanced SynchroNewCity 2 Go:

Here the W stands for "Where now?". The Blue colour on the letter directs you to the blue die, and you must then toss the blue die.

(2) - B in White.

B stands for Back -, and here you must walk back in the direction you came from, the white letter directs you to the white die, which gives you the time or number of streets/ blocks to walk.

This letter has the same meaning in all games.

(3) - L in White.

L stands for Left, and here you must go the first street to the left. The white letter directs you to the white die, which gives you the time or number of streets/blocks to walk.

This has the same meaning in all games.

(4) - R in White.

The R stands for Right, and here You must take the first turn to the Right. The white colour directs you to the white die, which will give you the time or number of streets/blocks to walk.

The R is the same in all games.

(5) - F in White.

F stands for Forwards, and here you walk forwards, in the direction you already were heading. The white colour indicates the white die, which gives you the time or number of streets/blocks to walk.

This has the same function in all games.

(6) - A in Red.

Has multiple meanings depending on game.

A. Basic SynchroNewCity2 Go walk:

Here the letter stands for Ask a stranger. The group then asks a stranger which way they should go, the white die is then thrown to give time or distance to walk.

One may also ask the stranger to toss the White die.

B. Basic Dicey Drinking Game:

Here the A stands for Alcohol, and when this comes up, the group must look for the nearest bar. Inside the bar, they must use the black die to determine what to drink.

Alternatively, if You have the Drinking game cards, you may draw a card, and then find a bar to play the game.

The A can also be used if the group want to play “Drunk as a Dodo!”, after having drawn a Drinking game.

The Green die is then cast, and if it turns up “A”, then You play the Drunk as a Dodo game, and if any other letter, You just play the drinking game once.

C. Medium to advanced SynchroNewCity 2 Go walk:

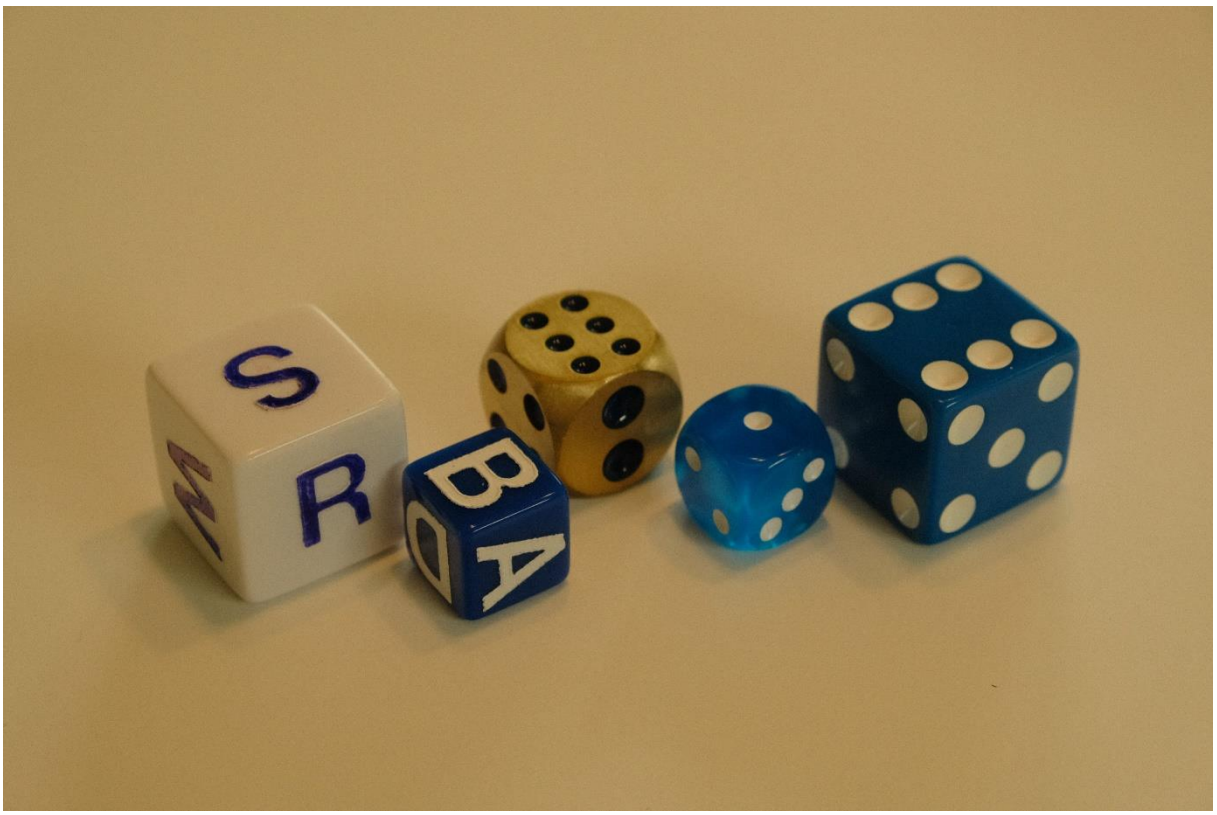
Here the A stands for Activity, and here the red A directs you to the Red die, which will give you some activity to perform.

As an alternative, the A may also refer you to the Activity cards, that can be used instead of the red die.

This can be used in any game, especially the basic game, where one just wants a little activity, but do not want to bother with extra dices.

The White die may be used with the Cheat sheet to select an Activity card.

A3. The Blue die:

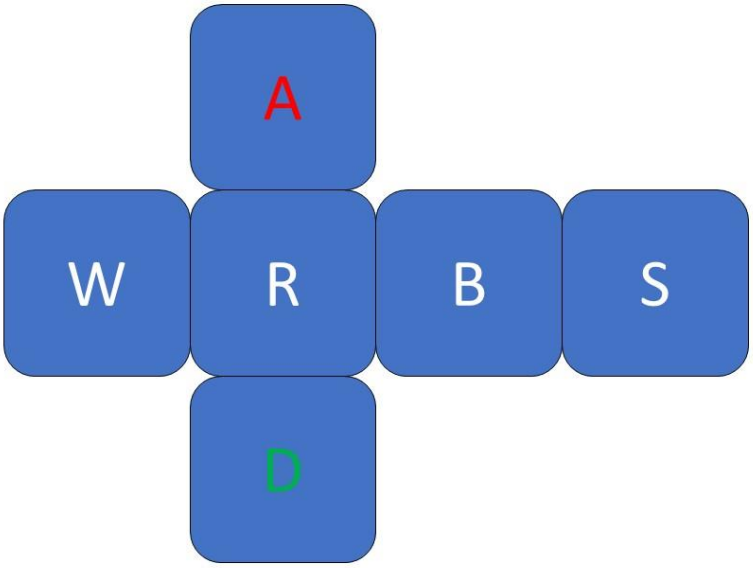


The Blue die is a six-sided blue die with different coloured letters.

The blue die is the "Where now?" die, and is used as an additional direction finder in the medium and advanced SynchroNewCity 2 Go walks, and all the letters have the same meaning in these games.

Even though the letters have the same meaning, they may be given different functions, depending upon what dice and activity cards and other equipment that You have available.

Blue Die Layout:



The above illustration show the layout and letter colours of the Blue die.

Description of letters:

(1) - D in Green.

D stands for Dice or Draw, depending if You have a set of direction dices (D8 and D12), activity direction cards or not.

The Green colour directs You to the Green direction dices or Direction cards.

Alternatively, cast the White die and find number on the Cheat sheet on the Direction card list, to determine which direction to take.

(2) - W in White.

W stands for Wait, and here the group will wait to see if something interesting happens. The white colour on the letter directs you to the white die, to give you a time to wait.

(3) - S in White.

S stands for Sign, and the group must look for any sign that gives direction, and the first one that see a sign yells out. The group then Follo in the direction indicated by the sign.

The White colour directs You to the White die, which will give You the distance or minutes to walk.

(4) - R in White.

R stand for Rabbit, meaning follow the White or magic coloured rabbit.

Here the group follow a stranger for a given time or distance.

The White colour directs You to the White die, which is used to give time or distance.

(5) - B in White.

B stands for Begin spin.

Here You may use a blind spin, a Bunch spin or Spinner spin, using assorted methods with a spinning top or fidget spinner to get direction, depending upon equipment.

The White colour directs You to the White die for time or distance to walk.

(6) - A in Red.

A stans for Ask a stranger or Activity card, and will depend if You have Activity cards or not.

If You do not have the cards, but want to play the drinking games, You can toss the White die, and then see what number it turns up, and then find the corresponding number on the Cheat sheet under the heading “Drinking game cards”.

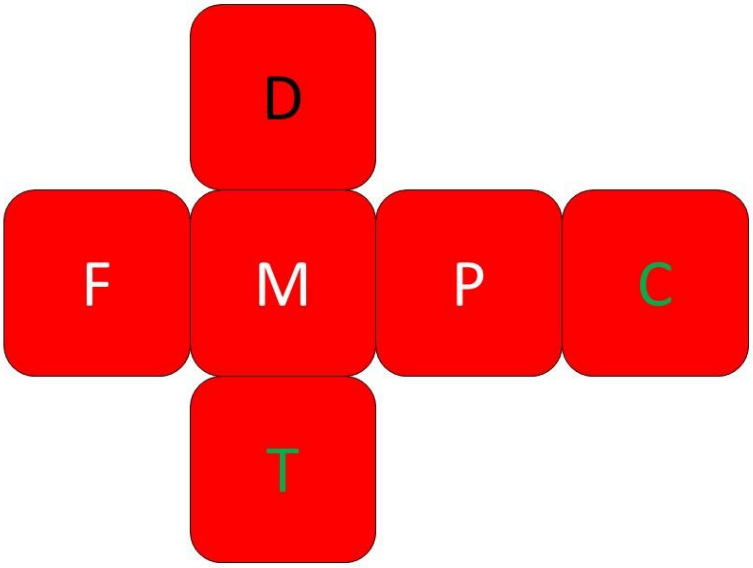
A4. The Red die:

The Red die is a red six-sided die with letters in different colours.

The red die is the "activity" die, and gives you some tasks to perform.

The red die is used in the medium and advanced SynchroNewCity 2 Go Walk, and the letters have the same meaning in both games, but functions may be changed, depending upon equipment used.

Red Die Layout:



The above illustration shows the Red Die with its coloured letters.

Description of letters:

(1) - T in Green.

T stands for Toss direction die, Alternatively the T may stand for Take Direction Activity Card, if used.

And here the Green colour on the T, directs you to the green Direction dices (D8 or D12), or the Direction Activity Cards.

You may also toss the White die and use the cheat sheet to find a direction under “Direction cards”.

(2) - F in White.

F stands for Follow, as in “Follow the leader”. Here the entire group selects a stranger, and follow that person in a single file at a safe distance, mirroring the leader’s movements. The "leader" should not know that he or she is being followed. The white colour directs you to the white die, which is thrown to give the time or distance to follow the leader.

(3) - C in Green.

C stands for Compliment, and here the group finds a stranger to give some nice compliments.

The green colour on the letter directs you back to the green die for new directions.

(4) - M in White.

M stands for Manifestation, and one person selects an item or object, which the group must try to manifest.

The White colour directs You to the White die, which is used to give time for the manifestation duration.

(5) - P in White.

P stands for Play time, and here the group Play a children’s game, drawn by one of the participants.

The White colour directs You to the White die, which is cast to give time duration to play the game.

If You do not have the cards, then toss the White die and find the corresponding number under the heading “Play time” on the Cheat sheet.

Then use the White die again to determine time to play.

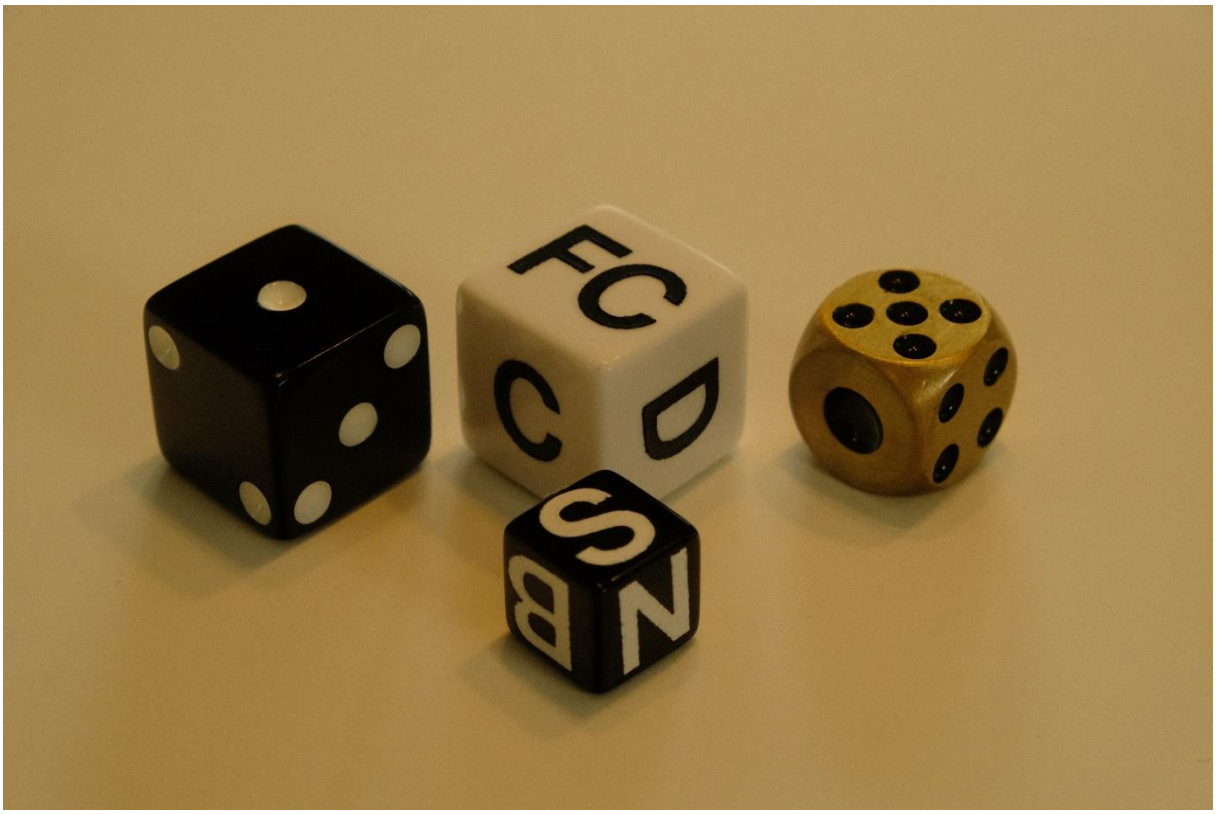
(6) - D in Black.

D stands for Drink/dine or Draw a card, depending if You have an activity/Dinking game card deck or not.

> The black colour of the letter directs you to the black die, for your drink selection, or the Drinking game activity cards.

If You do not have the Drinking game cards, you may toss the White die, and find the corresponding drinking game on the Cheat sheet under the heading “Drinking Games”.

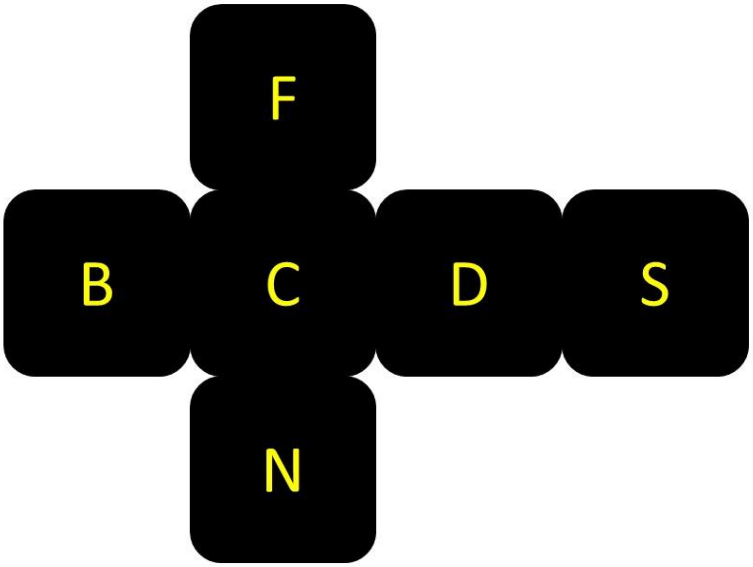
A5. The black die:



The Black die is a black six-sided die, with letters in yellow.

The black die is the Bar die, also known as the “Booze” or “Blackout” die, and directs the group to the drinks that they are supposed to drink.

Black Die Layout:



The above illustration shows the Black die with respective letters in Yellow.

Description of letters:

(1) - N in Yellow.

N stands for Non-Alcoholic,

and here the entire group must buy a non-alcoholic drink, such as soda, water etc.

(2) - B in Yellow.

B stands for Beer, and here all in the group must buy a beer, light, dark whatever.

(3) - S in Yellow.

S stands for Shot, and all in the group must buy a shot of some sort, such as tequila, Jägermeister etc.

(4) - C in Yellow.

C stands for Combi, consisting of a Shot and a beer, which all in the group must buy.

(5) - D in Yellow.

D stands for Drink, and all the participants must buy a drink, such as a Gin and Tonic, long island ice tea, mojito etc.

Note that the “D” on the black die is also used to decide if one should play “Drunk as a Dodo” or not with the drinking games.

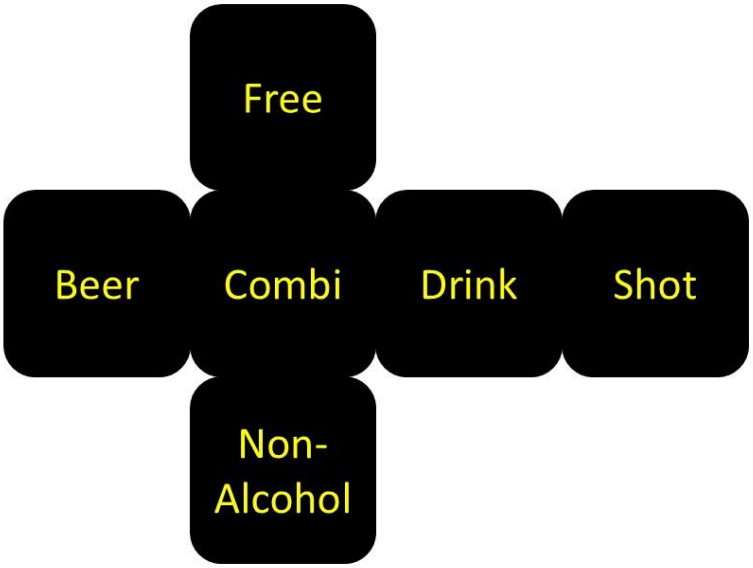
If the “D” turns up, then the group must play the drinking game until one or more becomes a Dodo, and all becomes drunk.

See the “A4 Activity cards – Drinking games” for further information.

(6) - F in Yellow.

F stand for Free choice, and here each of the participants can select individually what they want to drink.

Alternative Black die Layout:



A6. Yellow die (Yes or No):

The Yellow die is a six-sided die, and is the Yes or No die, and is used to decide if one should go into a bar or place, if one should take one more drink, and other instances where there is a need to determine a Yes or No answer.

The die may be a regular D6 die with regular pips or numbers from 1 to 6, it may be numbered 1 and 2 or be engraved with Yes or No in letters.

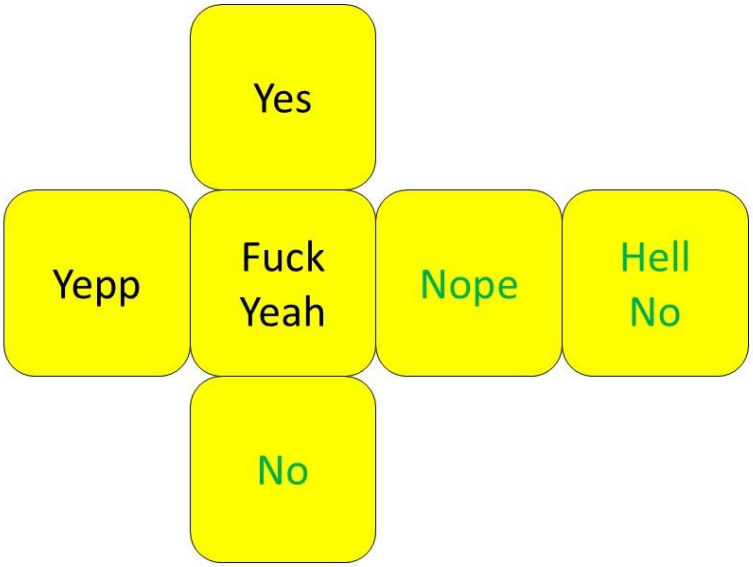
If pips or numbers are used, then You must decide if 1 is Yes or No. Often odd numbers are negative, and even numbers positive.

The Yes answers should have the letters or pips collared Black, to indicate the Black die for more drinks, and the No letters or pips collared green, to indicate the Green die.

The opposite sides should have Yes or No. The opposite numbers on a die equals 7, 1 and 6, 2 and 5, 3 and 4, and these should be assigned a Yes or No designation.

If You have no Yellow die, use the White die and the Cheat sheet, finding the Yellow die description under the heading “Yellow Die”.

Yellow Die Layout:



The above illustration shows TheYellow Die with coloured markings.

<u>As an example, the Yellow die may be as follows:</u>

1 = No, Green letters, numbers or pips.

2 = Yepp! with letter, number or pips in Black.

3 = Hell No! in green letters, number or pips.

4 = Fuck Yeah! with letters, number or pips in Black.

5 = Nope! with letter, number or pips in Green.

6 = Yes, with letter, number or pips in Black.

B. Timer or clock:

In addition to the dices, some sort of timing device will be needed. A wristwatch, cooking timer, smartphone or stopwatch can be used.

A time limit may be set for the game, depending upon time available and game interest. It is recommended to spend at least a minimum of 2 hours playing.

Some participants may be assigned the role as Time keepers.

Two timekeepers may be used, an activity time keeper, and a Master game time keeper.

A. Activity time keeper:

The Activity time keeper keeps track of any time distance to walk, or time to perform a task or game.

The Activity time keeper informs the group when the timer is started, and when the time has run out.

When the time runs out, the Activity time keeper must tell the others in the group to stop the activity they are performing.

When walking around, and coming to a stop, the Activity time keeper will be the focus point of the group, and one starts to look for any magic number or magic colour elements out from the Activity time keeper’s position.

B. Master game time keeper:

The Master game time keeper keeps track of the total game time.

If a pre-determined time has been set to play, then the Master time keeper must inform the group when the game time has run out, and the game should end.

C. The activity cards:

Another fun thing to do is to create a pack of activity cards, and use them when directed to do so by the die.

The card can be anything, such as "Get a drink", Walk on your hand, play a children's game etc.

You may create cards on Your computer, and then print them out, or You can get blank cards, and then write on the cards in different colours in order to have different type of cards.

Prepared cards must be carried if used.

These should be laminated, so they can be used in wet weather.

May contain any suggestions and activities, depending upon user preferences.

Since our Synchronicity game brings you down the rabbit hole, referring to Alice in Wonderland, then our suggestions have a hint of wonderland magic to them.

Some suggestions are as follows:

Down the rabbit hole - Find a bar, and play Toby's dicey drinking game.

"Toby's dicey drinking game":

Each of the participants should have a full glass of beer. A single six-sided die is used. One person starts, and toss once, and follow the instructions according to the number of pips that the die turns up. the person to the left than takes the dice and toss, etc.

A participant is out if they get 1 or when their glass is empty. The game continues until only two persons are left.

The winner is the last man standing with some drink left in the glass.

The last person that empties the glass, is the looser, and must pay for the round, or the next round, and the black die may be used to decide the next round of drinks.

The standard amount to drink when needed to is agreed upon before starting the game, normally from one to three fingers width. The exception is on 1, when the entire glass must be emptied, and on 4, when half the remaining amount must be drunk.

The pip numbers and what they mean:

1 - All gone!

Here the tosser must drink up whatever remains of his beer, until it is all gone, and is out of the game.

2 - For you!

The tosser can select one person who have to take a drink.

3 - For Me!

Here the tosser must take a drink.

4 - Even More!

Here the tosser must drink half of what remains of his drink.

5 - The next must dive!

The next person in line to toss the dice must take a drink.

6 - All the chicks and dicks!

Here everybody must take a sip.

Down the rabbit hole - Find a pub, and play "Bottoms up!

Split the group in two Equal sized teams, the reds and the blacks, and have them sit on the opposite side of the table, facing each other. If one is left over, then that's your judge.

Everybody gets a drink, either a shot or a beer, all drinks must be untouched on the table. One member of both teams starts to drink on a given signal. When the person

is done, he puts the empty glass on the table with the bottom up. the next person on the team can then take his or her glass and begin to drink. The team that finishes first wins, and the losers have to pay for the winner’s drinks.

Eat me!

Find a place to get a bite to eat.

Toss coin or die to see if you should stay or go when done.

Drink me!

Find a place to get a drink of your choice.

Toss coin or die to see if you should have one more drink when done.

The Dodo's Caucus-race!

Mark up the race course, in a sort of circle, and place everyone in the party randomly along the course.

Individuals start to run when they feel for it, and stop when they like.

As an alternative, a white die can be tossed to give the time limit for the game.

Everybody wins, and You must award yourself with a free choice drink at the closest bar/pub.

Snow white.

Find a female that wears something white, and follow from a safe distance, singing Hey-ho, from the Disney classic Snow white and the seven dwarfs.

Toss the white die to get time/distance to follow.

Chase the sun!

Go in the direction of the sun.

If the sun has gone down, or for some reason is not visible, then imagine a 12-hour clock dial as a 24-hour clock dial to use it as a compass dial, where 12 becomes 24, or midnight, which indicates north. 3 becomes 6, which is East. 6 becomes 12, or noon, which is the direction south. 9 becomes 18, which is the direction of West.

This dial is a rough estimate, and will vary depending upon where in the world you are, and what time of the year it is.

Toss the white die to give you time/distance to walk.

For simplicity, the Activity cards have been split into three categories, which are as follows:

Drinking game cards, intended for the drinking game, Heading in Black. May be used with Green die, red and blue die.

Direction cards, alternative ways to find directions, intended for use with the Red and Blue die, Heading in Green.

Playtime cards, fun games intended for use with the Red and blue dice, heading in Red.

You may choose to keep these cards separated, with different colour coding to be used for their specific purposes, or You may print all the cards on the same type of cards, and use all the cards in one deck for the game.

The cards suggestions can be found in the appendixes section.

You can also find printable templates in the Bonus section.

Limited selections are also found on the Cheat sheet.

D. Special dices:

In addition to the standard kit of 6 dices, you may use additional dices, as you please, depending upon Your Buffo level for the game.

Some of the game board dices or modified D6 dices can be used for our purpose.

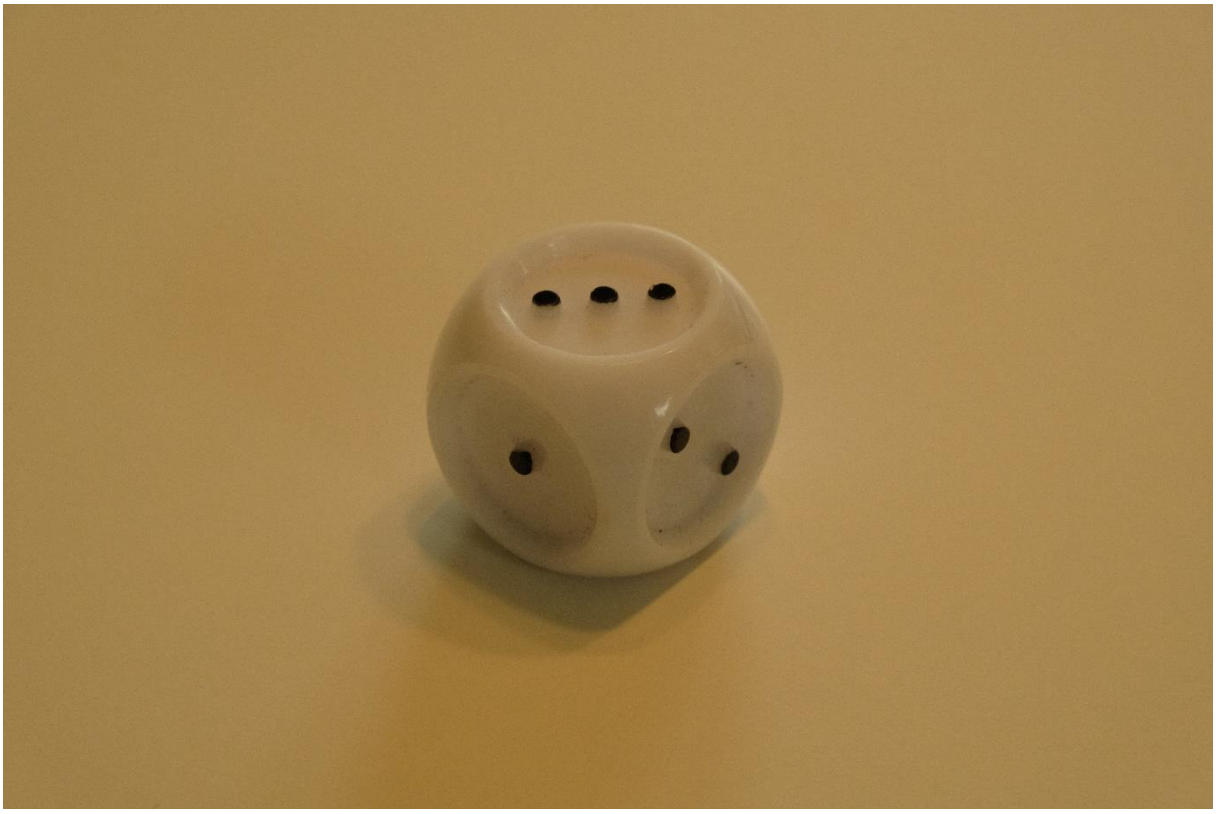
These dice may be of plastic, foam, wood or metal, in any size You prefer.

You can use standard game board dices, or by blank ones and mark them.

Use solid dices, and if You mark them Yourself, them make sure to use waterproof markings, so the dices can be used in all kinds of weather. You may also 3D print any die, and modify or adapt them to Your needs.

Some examples follow below.

Half time/distance die:



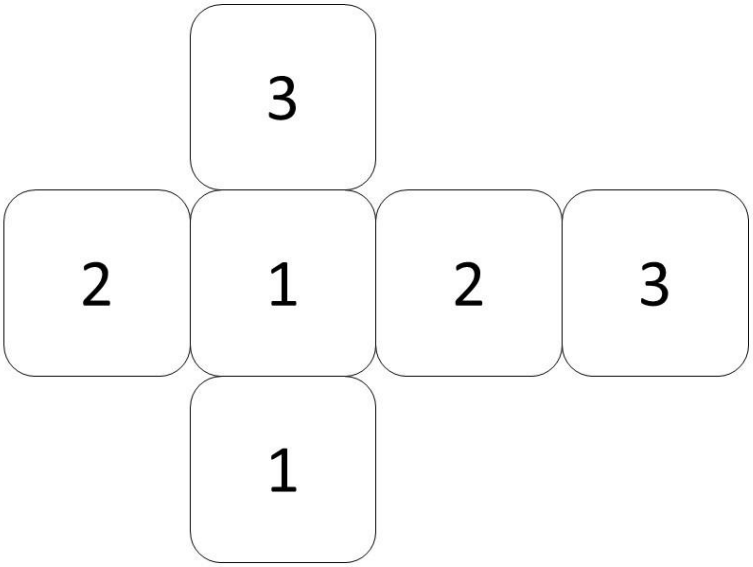
This is a D6 die with the numbers 1 to 3, and the colour should be White with black letters or pips.

This die is available from some commercial vendors.

A white blank D6 die can be marked with numbers from 1 to 3, making it a half time/distance die.

Numbers on opposite sides should amount to 4, for example 1 & 3, 2 & 2 and 3 & 1.

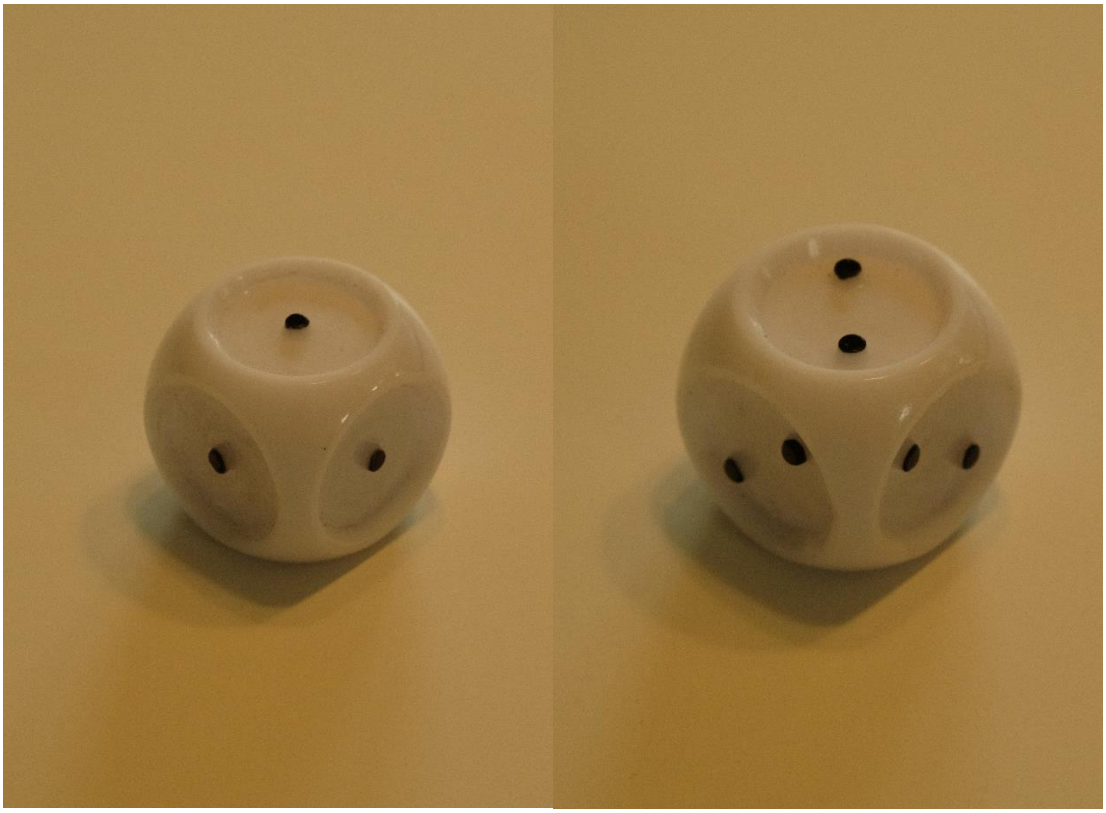
White Half Die:



The above illustration shows the layout of the White Half Die.

The die may be used in the “Double tap” drinking game.

Minimum distance die:

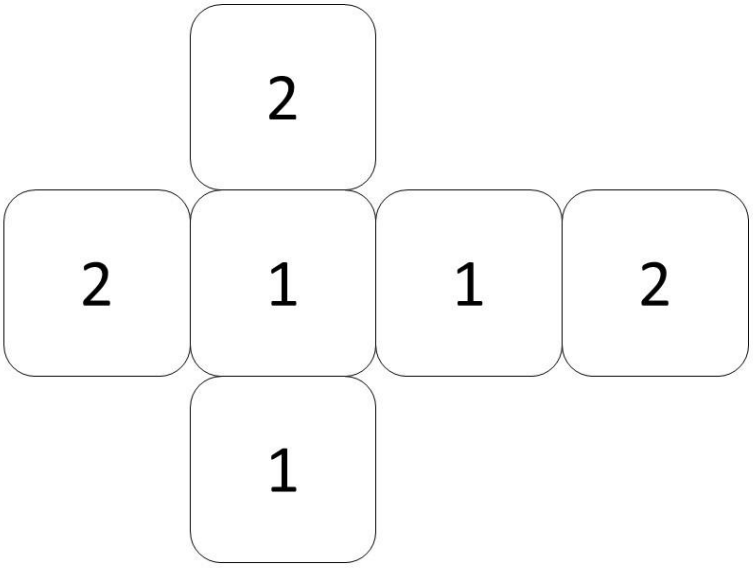


This die limits the choices to only 1 and 2.

A white blank die can be used to create the minimum distance die.

Here the number 1 and 2 are placed on the opposite sides, giving opposite sides a total value of 3.

White Minimum Die:



The above illustration shows the White Minimum Die layout.

Can be used to limit time or distance to 1 or 2 minutes or blocks to walk.

Also used in the “Shotgun – Single or double barrel” drinking game.

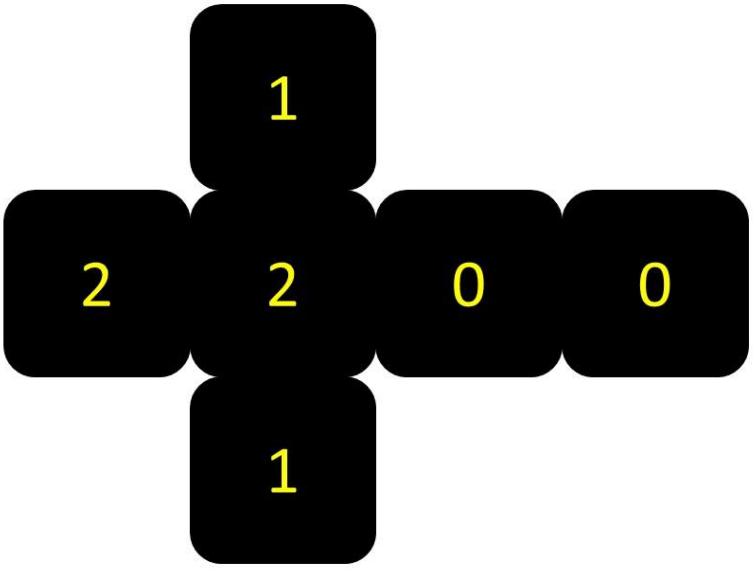
Double tap die:

This D6 die is intended for the drinking game double tap.

The Black die has the numbers 0, 1 and 2 on it in Yellow, two of each.

The total value of opposite sides should be 2, with 0 & 2, and 1 & 1 and 2 & 0.

Double Tap Die:



The above illustration shows the Double Tap Die with numbers.

When used in the game, the numbers indicate how many shots the participant will have to drink.

See the drinking game list for more information on how to play the game.

Toby's Dicey Drinking Game Die:

This is a six-sided die with some text on it.

The die should be Black, and the text should be in Yellow.

The text describes activity when playing Toby's dicey drinking game.

This is best done if laser engraved on a large die, or written with a thin, fine permanent marker.

Since the game can be played either with beer or similar drinks, or with Shots, the die may have two different texts.

You may decide to create two different dices, one for the beer game and one for the shot game, or include both texts on the same die. it is all up to You.

Text as follows:

One –

B – all gone

S – Get none.

Note that B is for the beer drinking game, and S is for the Shots game.

Two – For You!

Three – For Me!

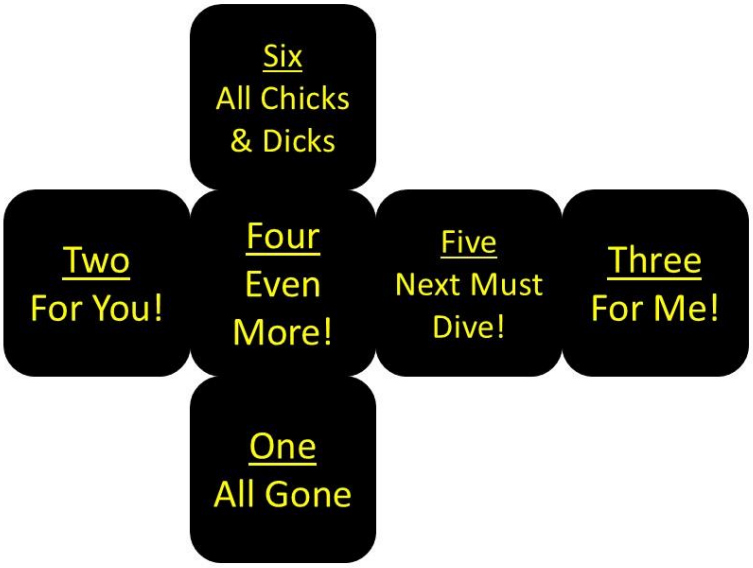
Four – Even More!

Five – Nex must dive!

Six – All Chicks & Diks.

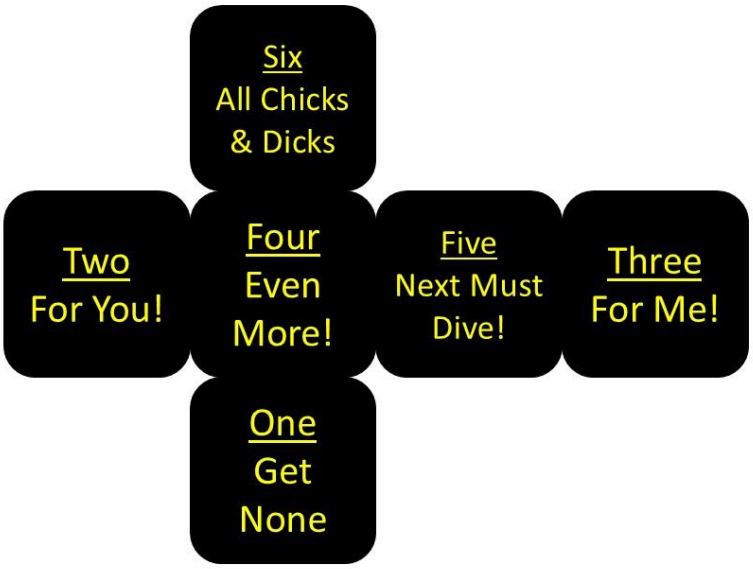
See the drinking game appendix for information on how to play the game.

Dicey Drinking Game Die – Beer Layout:



The Above illustration shows the Beer game die, while the illustration below shows the Shot die layout.

Dicey Drinking Game Die – Shots Layout:



D8 -Compass direction die:

A Green D8 die with numbers or letters in White can be used to give compass directions. The Green colour is used to fit with the letter colour markings on the different dice. A regular die with numbers from 1 to 8 may be used, or it can be a specially marked die with the main compass directions such as N for North, SE for south East and so on.

If a regular numbered die is used, then the numbers give the following directions:

1 - North.

2 - North-East.

3 - East.

4 - South -East.

5 - South.

6 - South-West.

7 - West.

8 - North-West.

A compass may be used to get the correct heading.

D10 - Magic numbers die:

A 10-sided die with numbers from 0 to 9, or 00 to 90 can be used to give you the magic number.

May be used to get a single digit or a double-digit magic number, depending upon preferences.

D12 - Direction die:

A 12-sided die with numbers from 1 to 12 can be used as a direction die, and should be green with White numbers, but any colour will do.

This die can be used to get a direction by using, a clock spin, a clock dial or as a compass direction.

D16:

A D16 die can be used for the magic colour.

You can paint a blank one, or even one with numbers, using all the colours, one for each number (See below).

You can also use a numbered D16, numbered 1 to 16, and roll the die, see what number the die turns up, and find the corresponding number on the D16 colour list, to get your magic colour.

<u>The D16 number and colours are as follows:</u>

1 - White.

2 - Yellow.

3 - Black.

4 - Blue.

5 - Brown.

6 - Copper.

7 - Gold.

8 - Gray.

9 - Green.

10 - Indigo.

11 - Orange.

12 – Pink.

13 - Purple.

14 - Red.

15 - Silver.

16 – Violet.

Note that this list is alphabetical, while the list on the Cheat sheet is randomized.

E. coin: or token:

The D2 is a coin, token, chip or similar, with two different sides. It may be any coin, either standard, fantasy, challenge coin, etc, or a novelty token, with a smiley face, Yes/no etc.

The picture below shows an assortment of coins and tokens that might be used.

The coin may be of any colour or material.

This item is used to give Yes or no, Right or Left, Up or Down, Stay or go answers.

Some coins are designated Yes or No coins, and may have the word Yes and No on opposite sides.

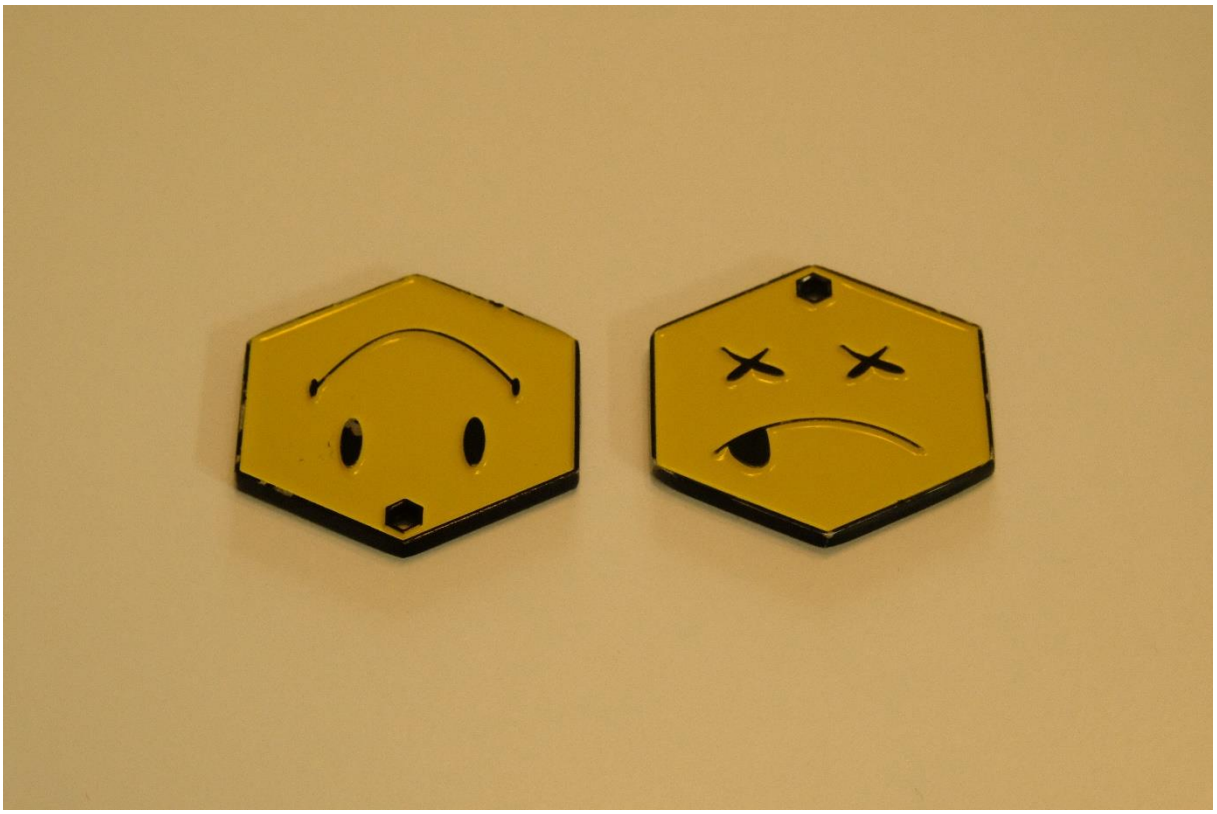
These may be written in different languages and styles.

If the coin is not specifically marked for a given choice, then an answer is assigned to each of the sides, such as heads is yes, while tail is no.

This assignment is done before the coin is tossed. The coin is then tossed in the air, using Your preferred method, and the side that is up gives you your answer.

One side of a regular coin will normally have the head of the ruler depicted on it, but strangely enough, the other side of the coin is called “Tail”, so maybe David Icke is correct?

The smiley token shown below has a “Happy” face, normally used for Yes, and a “Sad” face, normally used for No.



You may also have special coins assigned for just one purpose, such as Yes or no to take one more drink, see picture below.

F. Spinners:

A peg spinner, aka Humming top, or a fidget spinner can also be used. It can be used instead off the blind spin or Bunch spin on the Blue die.

You may purchase commercial spinners, and modify them, or You can create Your own spinners.

You may create a spinner from wood, or 3D print Your preferred type, and then paint or mark the spinner as You like.

Some common spinners that might be used are a regular spinning top, or a fidget spinner.

The Spinning top may be used as is, in some of the way-finding methods, where the handle and peg are used to indicate direction.

For a more versatile use, You may for example paint the handle in one colour, the peg in another colour, and four or more arrows in different colours on the plate.

The peg spinner can then be used for a “Colour spin”, where the spinner is spun, and a colour is called out, and then the spinner stops, You go in the direction that the colour on the peg spinner points.

You may also paint or use self-adhesive numbers, and place them on the plate or the peg spinner, and use it for a “Number spin”, and here the spinner is spun, a number called out, and when the spinner stops, You walk in the direction that the selected number points.

You may combine number and colour, by painting the numbers in the different colours, for a more “Multi-purpose” spinner.

A finger spinner may also be used to give direction to walk in.

The arms on the spinner can be coloured in different colours, or be numbered.

The colour or number is called out while the spinner is spinning, and one walks in the direction the colour or number points when the spinner stops.

As a recommendation, a three-armed spinner should be used.

This allows the spinner to be used both with six numbers and six colours, with three numbers or colours on one side and three different numbers and colours on the opposite side.

A. Numbers, Finger spinner:

Here the number 1 is placed on the first arm, with the number 6 on the opposite side.

On the second arm, the number 2 is used on the upper side, and the number 5 on the opposite side.

On the third arm the number 3 is placed on the upper side, and the number 4 on the opposite side.

You may also paint the arms upper and lower side in different colours.

For example, the first arm with White on the upper side, and Green on the opposite side.

On the second arm, Blue on the upper side and Black on the other side.

On the third arm Red on the upper side, and Yellow on the opposite side.

The observant reader may have noticed that We have used the colours of the dices in the game.

As an alternative to painting the arms, the numbers may be painted in the respective colours.

Another fun way to use the finger spinner, is to perform a time spin.

To do this, you must first mark the spinner.

On one side of the spinner, for example the upper side, on the spinner finger plate, create a clock like dial, by placing the numbers 12, 3, 6 and 9 accordingly.

On the first arm, nearest to the plate, place an arrow and the letter H above it. The H stands for Hours.

On the second arm there is another arrow pointing towards the plate with the letter M above it.

The M stands for minutes.

On the third arm, there is also an arrow pointing to the plate with an

S just above it.

The S stands for Seconds.

To use, you spin the spinner, and one of the participants is asked for hours, minutes or seconds, and the participant answers for example seconds.

When the spinner stops, you see where the arrow under the S points on the “Clock dial” on the plate.

The 12 is forward, the 3 is Right, the 6 is Back and the 9 is Left.

The arrow indicates what direction to take according to where it points on the dial.

So, for example if the seconds arrow points at 3, You go to the right.

If the arrow points in between two directions, you can then toss a coin, using heads or tail to decide direction, or toss a die, with odds and even to decide.

When using this, you may have fixed options, instead of calling the options out. You may the first time use seconds, the second time minutes, and the third time Hours, or vice versa.

Other fun suggestions to do with a finger spinner is to have an arrow on the plate, pointing to the arms, and make a doughnut shaped ring around the plate, attached to the spinner’s arms.

On the plate, you may colour all the 16 colours, to be used as a wheel of fortune, in order to select the magic colour.

You may also split the plate into 8 parts, and have all the cardinal directions, one on each, such as North, North east, East etc.

You may also have a six-part disk, with the dice numbers 1 to 6 on them, to be used instead of a die.

Again, it is just Your imagination that limits what You can do.

G. The Popsicle stick:

Some other “Buffo” items to consider, is the popsicle stick, which is another fun tool that can be used, as recommended by http://www.infoflow.com/larnie/dicewalk/.

Can be a popsicle stick, flower pot marker, or similar with numbers 1 to 6 on one side.

These numbers may be written in permanent ink, be self-adhesive numbers, or may be carved or engraved on the stick.

The stick itself may be of wood, plastic, metal, or whatever suits You.

A rubber band is used to mark the current number, and is rolled up or down as needed.

<u>How to use:</u>

When starting the game, the rubber band is on the number 1. when you arrive at a bar or public transport, you toss the die to see if you should enter. if the die lands with 1 up, then enter, if not, then move the band up to 2, and continue your walk. At the next bar or public transport, you toss again, and if the dice end up with a 1 or 2, then you can enter, if not move rubber band to 3, and continue walking.

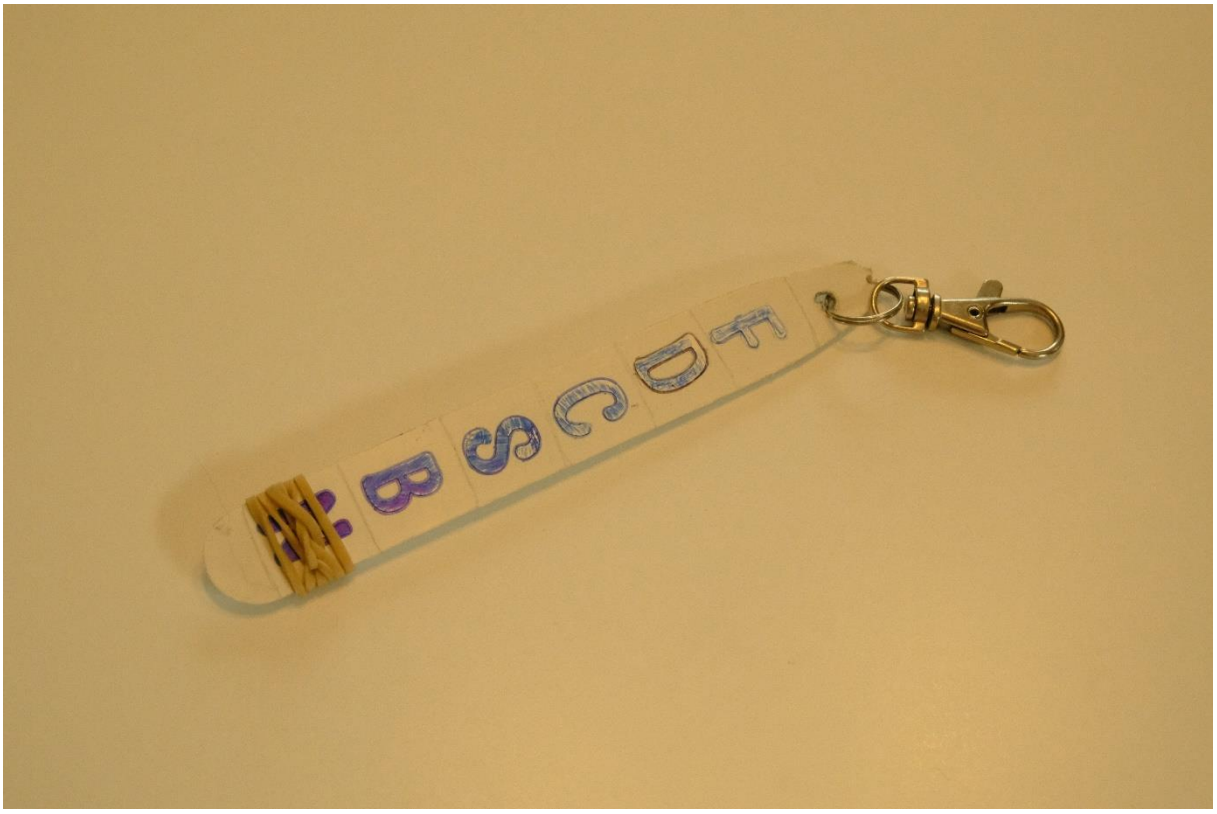
As the rubber band is moved upwards, you increase the chance of entering.

If the rubber band end up on 6, then the next bar or public transport can be entered without tossing the die.

The rubber band is then rolled back to 1, and you start over.

When entering any transport, such as a bus or subway, you toss the White die to see how many stops to take, for example, if the die land on 3, You get off on the third stop.

The method can also be used for deciding what to drink, where 1 is non-alcoholic, 2 is Beer, 3 is Shot, 4 is Beer and Shot, 5 is Drink and 6 is Free Choice.



The picture above shows the Popsicle stick with the letters from the Black die.

H. Phone applications:

If you do not want to stuff your pockets with all kinds of crap, then an alternative can be to download applications to your smart phone.

Look for an application that have dices, random list chooser etc.

It is possible to find good free applications, if you do not mind advertisements.

Personally, I prefer paid applications, since they often have more options and are free from advertisement.

The applications mentioned here are applications for the IOS, and works with Voiceover.

Please note that apps may or may not be available in Your country, and applications regularly disappear from the Appstore, or may be updated, changing functionality and cost.

Some good applications are as follows:

Decide Now random wheel from Catforce studio.

Is a paid application, cost 2 - 3 dollars.

This application allows you to create your own "Wheel of fortune", and you can choose colour themes, fonts, etc.

Can be used in game instead of Black die, Magic colours, direction compass etc.

Random: All things generator by Volodynyr Yahenskyi.

This magnificent application has all you need to create and play.

It generates random numbers, dices, yes or no, head or tail, and allows you to make your own lists.

The only negative with this application is that it is a little hassle to change between the created lists.

The greatest disadvantage though, is that it is a paid application, and expensive, if you want all features without advertisement.

There are similar applications that are cheaper, so search for these if you like.

One such application is the "Random - Randomize all thing by Erik Hansen.

This application lets You create random numbers, make lists, toss dice, yes or no, colours etc.,

Random chooser by Jonathan Duss.

Is a free application, and a great application to create lists for randomisation.

Can be used to create all dices, directions, draw cards, magic colours, magic numbers etc.

Do not use this application if you have some privacy issues... at least read through the privacy list to see what you agree too.

Multiple countdown timer by Hiroki Kawakami.

This application allows you to create several countdown alarms and have them all on one page.

Create six alarms from 1 to 6 minutes countdown. It can then be used for all timing requirements in the game.

You may select different alarm sounds and vibration on or off.

The application is free, with the possibility to pay to get rid of advertisements.

If you would like a more traditionally hour glass timer, then try:

Best Sand Timer by Serhii Simkovskyi.

The application is free with advertisement.

Only one timer setting, so must be reset for different times.

Functions in part with voiceover, but is not optimal.

There are also numerous free and paid dice applications you can use.

Pick one that you like.

examples are D & D dices, Terning etc.

Terning virtuell terning uten reklame by XNeat.com.

A free dice application without advertisement.

Simple but works.

Allows you to select number of dices.

Dice roller for dungeons and dragons by Smart Zeta.

Allows you to choose from different types of dices.

Can be used with voiceover.

If you are several people playing, then the different players could have one different application each active on their phone, one with activity cards, one with regular dice, one with Directional dices etc.

Remember a fully charged power bank and charging cable.

As mentioned above, the game can be played using a single die with the cheat sheet, several different dices, smart phone applications, or a combination of dices, gadgets and smart phone applications.

It can also be played with a printed sheet of randomised numbers and a cheat sheet.

Be creative and have fun.

The only limitation is how much crap you want to carry around with you on the walk.

The best way will be to give each of the participants one item each to carry and use, as this makes the game more interactive and fun.

4. DICEXPLORATION PREPARATIONS.

The die is cast. Who am I to Question the die?

From “The dice man”, by Luke Rhinehart.

In this section we will look at the necessary preparations needed for the different ways to play the game, as there are many options.

When describing the use of the Game sheet, we first give a brief description of its different elements and parts.

We then give an example of how to fill out the form, with a detailed description of the elements and objects in the Game sheet.

We also give detailed descriptions on how to use the equipment, and how to find the magic number and so on.

This will in part be a repetition of the descriptions in the third section describing the equipment.

This is done in order for the first time players to be able to just follow the instructions in the Game sheet for how to play instructions, and not having to look through the entire publication in order to find the required information.

In Section 5, describing the various gameplay options, we will describe the use of different equipment and dices. Please note that You do not have to follow exactly the gameplay in the game descriptions, as these are just examples of how the game can be played.

You will use the equipment as You see fit, customizing it to Your own gaming experience.

In addition to the regular games, we also give examples in section 6 on alternative ways to play the game, which may include the use of pre-created random numbers lists, and also online walking using google maps or similar.

Pre-game preparations:

Before You start playing the game, You will need to do some preparations, which includes making sure You have the necessary equipment, selecting a meeting point/start point, and informing Your friends of date, time and place for meeting up.

You should also check local conditions for anything that might affect Your game.

1. Equipment:

Firstly, you should make sure you have all the needed equipment for the game.

This will of course depend upon which game You intend to play.

As mentioned, it can be played with as little as a single regular 6-sided die with pips or numbers from 1 to 6, either as a physical die or on a smartphone app.

It should then be used together with the cheat sheet in Appendix 1.

Make sure You have the necessary dices, and if possible, have spare ones, in case one is lost.

The dices may be purchased from commercial vendors, blank dices may be painted, or marked with stickers or permanent ink.

You may even 3D print your own dices, adapting then to Your needs.

Also make sure that You have all the necessary Activity cards, spinners, timer and so on.

If Smart phone applications are to be used, it is recommended that You remember to fully charge Your phone before You set out, and also bring a fully charged power bank, in case Your phone gets low on battery.

If Cheat sheet, Game sheet or random number sheets are to be used, then these must be printed out beforehand.

It is recommended to laminate these sheets in plastic to protect them from the weather elements.

If laminated, a grease stick or permanent marker can be used to mark the used numbers on the Random number sheets.

Also make sure that all the equipment is in working order, have functional batteries, no loose or lost stickers etc.

2. **Determine Meeting place and Start point:**

We then must determine the meeting place and Start point.

A Meeting point will normally be transport-hubs, such as train or bus stations, or bus or tram stops, or other areas that will be easy to find, and easy to reach.

You may of course use Your local pub, Your home and so on as a meeting place for You and Your friends.

A Start point may be any street location, but it should have several direction options.

A Start point where You can go in all the directions of the die, such as Forward, Bac, Right or Left, is preferred.

The start point should not be far from the meeting place.

The Meeting place and Start point may be the same point, if suitable.

On the other hand, the meeting location may not be the same as the game start point, but it is advised that the meeting point not be too far from the start point, in order to not waste valuable gaming time on public transport trying to get to the Start point.

How to find Meeting place and Start point:

There are different ways to find the Meeting place and Start point.

You may either:

A. *Select Meeting place out from Start point, or*
B. *Select Start point out from Meeting place.*

A. Select Meeting place out from start point:

Here You find six potential start points different places in a town or area.

These points may be selected due to its idyllic scenery, historical importance, or they might even be end points from previous games.

These six points are then placed on a list and numbered 1 to six.

A die is cast, and the die selects the Start point, by finding the start point with the same number as the die turned up.

Once a Start point has been located, You use a map or Your local knowledge to find a suitable meeting point near the start point, such as a pub, bus stop or the likes, and inform Your friends of the time, date and Meeting location.

The benefit with this method is that You may select Start points spread all over the town or an area.

B. Select Start point out from Meeting place:

You may of course select six Meeting points in the same manner as mentioned above, create a list and toss a die to select the Meeting point.

The meeting point may be Your favourite bar or a restaurant, it may be subway stations or tram stops that allows easy access for all in the group.

Once You have the meeting point, You use a map and find six possible Starting points near the selected Meeting place.

The benefit with this method, is that You get several possible starting points in a limited area.

You then have the choice to either write down the Start points on a numbered list, or place each of the numbered Start point names in Six different numbered envelopes.

1. The list method:

Here You have created a list numbered 1 to 6, and You then assign each of the Start points to one of the numbers, so that the Start points each have a number.

There are different ways that You can select the Start point for the game using the list method.

These include either throw a die, or ask for a number.

a. Cast a die:

Here a participant or a stranger is allowed to throw the die, and the die will turn up a number between 1 and 6, and You then find the corresponding start point on the list.

The group then moves to the selected start point, and begin their game.

B. Ask for number:

Here a participant or a stranger is asked for a number between 1 and 6.

Note: This person should not know the order of the starting points.

The person calls out the number, and that number is found on the list, giving You Your start point.

The group then moves to the Start point, and begin their game.

2. *Numbered envelope method:*

Here You write down the different start points on six different pieces of paper, and then place these papers in six different envelopes, one piece of paper n each envelope.

The envelopes are then numbered 1 to 6.

The six envelopes are brought to the meeting place, and You then have several ways to select the envelope with the start point for the game.

You can use die, ask for number or draw.

a. *Cast die:*

Here You get one of the participants or a stranger to toss the White die, and You then select the envelope with the same number as the die turned up.

The envelope is then opened, and the Start point revealed.

The group then walks to the Start point and begin the game.

B. Ask for number:

Here a participant or stranger is asked for a number between 1 and 6, and the person shouts out the number.

You then find the envelope with the selected number and open it, revealing the Start point.

The group then moves to that start point, and begin their game.

C. *Draw envelope:*

Here You first shuffle the envelopes, to randomize their order.

You then hold the envelopes like a fan, with the numbers facing You, away from the participants.

You then ask one of the participants or even a stranger, to select one of the envelopes.

The person pulls out one of the envelopes, the envelope is opened, and You have the groups Start point.

The group then moves to the Start point, and then begin their game.

3. **Inform friends:**

Once you have Your meeting place, then You must agree with your friends the time and place to meet up.

It is important that everyone knows when and where to meet and how to get there.

This information can be sent out via SMS, E-mails, social medias, by phone or even public bulletin boards, or in whatever way You prefer.

It may be that everyone meets at your place or another friend's home, you can all meet at your favourite pub, or at a public place etc.

As many as possible should join.

Remember that there is safety in numbers, and a group of 20 are less likely to be attacked than 3.

On the other hand, it may be difficult to get too many people a table at a full bar or restaurant.

4. **Check local conditions:**

Lastly, before You head out, check the local weather and safety conditions.

Make sure you are dressed for the weather, have food or drink if needed etc.

It is also wise to check if there are events that may affect your gaming, such as demonstrations, sports events, curfews, violent crime etc.

5. **Setting game preferences:**

Before You begin the game, You will need to set the gaming preferences.

This can be done either at the Meeting place or at the Start point itself.

Here the group decides what game to play, what equipment to use, the different dice definitions and so on.

It is recommended that You use the SynchroNewCity 2 Go Game sheet provided in Appendix 2 for setting up the game, at least the first times You play, in order to get to know the game and gaming options and equipment.

C. The SynchroNewCity 2 Go! Gaming Sheet:

The gaming sheet has 2 main parts.

The first part regards the main game setup, while the last part is a record of the game movements.

The Game sheet has a total of 7 main points, where 1 to 6 regards the main game setup, while the last point regards the game movement list.

<u>The points are as follows</u>

1. *Type of game.*
2. *Game time limits.*
3. *Magic elements.*
4. *Dice definitions.*
5. *Special equipment.*
6. *Extras.*
7. *Game Movement List.*

Let us take a closer look at each of these elements.

1. ***Type of game:***

The first thing to do, will be to select the game to play.

You have the options of Simple SynchroNewCity 2 go, The dicey drinking game, Blue or red Medium exploration or the full advanced exploration game.

You may all agree on what game to play, or toss a die. You must then assign a number to the different games, 1 to 5, and if the die lands on 6, toss again.

1. **Simple Exploration Game:**

The Simple exploration game is the basic game for exploration.

The needed equipment will be the Green and the White dice.

The Green die is the Go or direction die, and gives You the directions to go in.

The White die will give You the time or distance to travel.

Optional equipment for this game will be the Popsicle stick, the Yellow die or a coin.

2. **The dicey drinking game.**

Here The exploration game includes exploring pubs and bars.

Here three dices are used, the Green for direction, the White for Distance or time, and the black for drink choices.

Optional equipment includes the popsicle stick and the Drinking game cards, the Yellow die or a coin.

3. **Medium SynchroNewCity 2 go - Blue.**

This is the simple exploration game with added direction-finding methods.

Three dices are used, the Green for direction, the White for distance or time, and the blue for additional ways to find a direction.

Optional equipment may be the D8 and D12 Directional dices, the popsicle stick, the Black die, Drinking game cards and Direction cards. You may also use spinners, such as a finger spinner or a peg spinner.

4. **Medium SynchroNewCity 2 Go - Red.**

This is the simple exploration game, with added features for having fun activities to perform on the walk.

This game uses three dices, the Green for direction, the White for distance or time, and the Red for activities to perform.

Optional equipment may include the popsicle stick, the Black die, The Playtime cards, the drinking game cards, the D8 and D12 Direction Dice and Direction activity cards.

5. **Advanced SynchroNewCity 2 Go.**

This is the exploration game with all features included.

Four dices are used, The green for direction, the White for distance or time, the Blue for alternative direction methods, and the Red for activities to perform.

Optional equipment may be the popsicle stick, the black die, all activity cards, Direction dices, spinners, timer and whatever You prefer.

Once the game type has been decided, then you must settle upon game time and select game rules.

2. ***Game time limits:***
   Here You can decide to have none, playing for as long as You please, or You can specify a time limit, for example 2 hours, so You play for example from 21:45 until 23:45.
   If time is selected, You must assign one of the participants with the role as the **Master game time keeper**.

This person is responsible for keeping track of the total playtime, and informs the group when the time is up and the game is over.

The Master time keeper should set an alarm on his or her smart phone or wrist watch, in order to keep track of the time.

This may be done either by using a countdown timer or alarm set at a given time in the future.

3. Magic elements:

The next thing to decide, is whether to use Magic elements or not.

You can select to use either none, Magic numbers and/or Magic colours.

The Magic elements are used in the game to attract Your attention to things that may have some Synchronistic importance.

a. Magic numbers:

You must decide if a magic number is to be used, and if No, skip, and if Yes, decide if it should be one or two digits.

The magic number is a number between 0 and 99.

The group must look for this number while walking around. Every time the groups stop to toss a new die, they must first look for this number, or versions of it, as it overrides the importance of the dice.

The number may occur in the form of numbers, such as 1, 2, 3, etc, it may be written with letters, such as Four, Five etc, or it may be items, persons or objects, such as six free outdoor tables, seven bimbos outside a nightclub, or 8 kittens in a pet shop window.

For example:

If the groups magic number is "7", then they should look for this when they stop up. If they see a bar with the name "lucky 7", they should go inside, it may be seven people in a group, then go up and say hi, it may be seven free tables at an outdoor restaurant, then go and sit down. it may be a "# 7 bus, then go aboard. it may be a house number with 77 on it, etc.

In short, anything that can relate to the magic number, should be explored.

Selecting the magic number:

You can choose to either use one number, 0 to 9, or a two-digit number, 00 to 99.

There are several ways the number can be obtained, such as using dices, smart phone applications, either by dice apps or random generated numbers or lists, or you may even ask a stranger.

1. Single number:

A single number from 0 to 9 may be used, and here the group will look for the number as is, for example 9, but may also look for 18, (9 x 2), 27 (3 x 9) etc. or numbers that can be added up to become the magic number, such as 36 (3 + 6 = 9), 45, (4 +5 = 9() etc.

2. 2-digit number:

You can also use two digits, from 00 to 99. Here the exact number is used as is, or doubles of the number, such as 42, 84, 126 etc.

These numbers are given special importance and must be looked for during the walk.

Numbers such as 11, 22, 33 etc are considered especially lucky, and also here one may look for variants of the numbers, for example 22, 44, 88 etc.

Getting the number:

a. *Dices:*

there are several ways to get the number by using dices, the simplest way will be to use one or two D10 dices, but regular D6 dices can also be used.

D6 die:

If you do not have d10 dices, or just do not want to carry too many dices, you can always resort to the standard White D6 die with number or pips.

If you are using a single number, then throw two regular dices, or throw a single die twice and note the numbers.

The two numbers are added up to get the magic number, but since you cannot get 0 or 1 with two dices, and two dices has a max of 12, then we must do some number magic to get it right.

If the numbers amount to 2 to 9, then they can be used as is, but 10 becomes 0, 11 becomes 1, since we need to drop the “10,. and if you get 12, then toss again.

Double digit:

Here You will need to first toss a regular die twice, or two dices once and add up the numbers the dice turn up.

This gives You the decimal number

since it is impossible to toss 0 and 1 with 2 dices, 2 to 9 is used as normal, 10 becomes 0 and 11 becomes 1. If 12, then toss again.

For example, if the Die turns up 2 + 3, we get 5, but since the first throw is for the decimal number, the 5 becomes 50.

The die is tossed again, either one die twice or two dice once, and the numbers added up, for example 2 + 5 = 7.

The 7 is then added to 50, resulting in the Magic number 57.

D10 die:

To get a single number, toss a D10 die numbered 0 to 9.

Use the number that turns up on the die, for example 7.

7 then becomes the magic number the group looks after, for the duration of the game.

To get a two-digit number, you can either throw a single D10 die twice, for example first 6 then 9, becomes the magic number 69, since the first throw is the decimal number, so 6 becomes 60, and the 9 is used as is, so by adding the decimal number 60 to the regular number 9 we get 69.

If you have a D10 with 00 to 90, and a D10 with 0 to 9, you can toss both.

For example, one land on 40 and the other on 2 makes the magic number 42.

Smart phone applications:

With a smart phone with one or more dice application, you can either use an application that have the D10 dice, or you can use a D6 app, and set the number of dice to 2 and then throw the dice. Summarise the numbers as for regular D6 mentioned above.

Another application that can be used, is a random number generator.

Set the range from 0 to 9, or 00 to 99, and then generate a number.

The number generated, will be the Magic number.

You can also use random list apps, and create a list with either 0 to 9, and another with 00, 10, 20 etc up to 90. But if you are bored and have nothing better to do, you can of course create a list with 00, 01, 02, 03, etc all the way up to 99.

Once you have your list, you can click the button to pick a random number from the list.

Random number list and Cheat sheet:

The game may also be played with a sheet of random generated numbers, and here you may select numbers from this list.

You may randomise it by selecting numbers from left to right up or down or vice versa.

You may even select numbers from the corners.

Pick two numbers and add them up to get a single number, or select four numbers, and add up the two first and to get the first and then add the next two to get the second number of the 2-digit number.

Ask a stranger:

You may even ask a stranger or one of the participants for the number.

An unknown stranger is to be preferred, as he or she will add to the randomization, and will select a number regardless of what the participants want the number to be.

Just stop a stranger and ask them to mention a number between 0 and 9 or 00 and 99, and then use the number the stranger comes up with.

B. Magic colour:

You must then decide if you should use the magic colour or not.

If no, then skip.

If yes, then You must select a method to find the magic colour.

If the Magic colour is used, then the group will look for this colour on their walk, much in the same manner as for the magic number.

The magic colour may be the colour of a house, car, bus etc, it may be clothing, hair colour, colour of food, drink etc.

The magic colour can be on anything, from clothing, hair colour, letters or signs and so on.

Colours should be basic, such as blue, red and so on, as these names are easily identified by most people.

If You use names like earth brown, municipal Gray, aqua marine blue, jungle green, people may be uncertain about what colour You really intend to describe.

if a thing, person etc matches both the magic number and colour, then all the better.

As with the magic numbers, the magic colour must be looked for immediately when the time keeper says stop, or when you come to the assigned intersection or block.

If the time-keeper is used, start observing from the timekeeper’s position and search outwards. The magic colour should be visible from the timekeeper’s position.

If something with the colour is detected, it must be investigated.

The random magic colours list:

1: Red.

2: Gray.

3: Orange.

4: Brown.

5: Silver.

6: White.

7: Indigo.

8: Black.

9: Copper.

10: Purple.

11: Pink.

12: Gold.

13: Green.

14: Yellow.

15: Violet.

16: Blue.

17: Red.

18: Gray.

Please note:

The colour list contains the numbers 1 to 18. Each number has a colour assigned.

Since it is impossible to get 1 or 2 with the white dices, the colour in spot 1 and two are the same as 17 and 18.

This is done so that the colour list can be used with both the D16 die and regular D6 dices, dice applications and random numbers.

You may create Your own colour list if You please.

<u>Getting the magic colour:</u>

There are several ways to get the magic colour, such as dice, smart phone application, random generated number, spinner etc.

1. *Dice:*

When using dice, you can either use a D16 die or regular D6 dices.

Throw the die and get the number, and then find the number on the colour list to find the magic colour.

a. *D6 die:*

You will need to toss three regular D6 dices once or one D6 die three times, and summarise the numbers, which will be between 3 and 18.

Find the corresponding number on the magic colour list to get your magic colour.

For example, if the dice turns up 3, 4 and 6, then You add the numbers together, getting the number 13.

You then look up the “Magic colour list” on the Cheat sheet, and find the colour corresponding to the number, in this case the colour Green.

This colour will then be the groups “Magic colour” for the duration of the game.

b. *D16 die:*

You may use a D16 die, numbered 1 to 16 together with the colour list, or you may take a D16 die and paint each side of the die in the different colours.

If you have a painted D16, then just toss and see which colour is turned up.

If using a numbered D16, then toss the die and see what number turns up, for example 2. Find the corresponding number on the colour list to find the magic colour, in this example it is Gray.

2. *Random generated numbers list:*

here three numbers are selected from the number sheet.

This can be the three last, the three on the top row from right to left etc.

The numbers are summarised as with regular dices, and the number is located on the list to get the corresponding colour.

3. *Smart phone applications:*

There are several ways to get your magic colour using applications on your phone.

A. *Dice application:*

You can use a D and D dice app with D16 die.

Push the throw button and find the number on the colour list.

You may use a regular D6 dice application.

Set the app to use three dices and push the button to throw. find number on colour list to get your magic colour.

B. *Random list:*

You may create a colour list with the 16 colours in random list choosers. create the colour list, then select the button to randomly pick a colour from the list to get your magic colour.

C. *Wheel of fortune:*

There are also applications that allows you to make a list with all the colours, and then spin a wheel of fortune to get your colour.

It is a bit more exciting than just randomly picking it from a list, and you do not have to bring the colour list with you.

4. *Spinner:*

You may create a spinner with a colour selection wheel, which may be in the form of colours or numbers. The colour/numbering is attached to the arms on the finger spinner, and rotates around the “Finger plate”. The “Finger plate” has an arrow painted on it, pointing towards the colour ring. To use, the finger spinner is spun, and it will eventually stop, and the arrow point either to a colour or number to give the Magic colour.

If number, You must find the corresponding number on the Magic colour list to get the Magic colour.

5. *Ask a stranger:*

You may also ask a stranger or one of the participants.

Stop a random stranger, and ask them for what's their favourite colour, and use their answer as the magic colour, or ask them for a number between 1 and 16, and find the given number on the colour list to get your magic colour.

4. Dice definitions:

The next point will be to assign definitions to the dices used.

These definitions are with regard to the White die, a regular D6 die. Here You define Distance, Measurement, Up or down and Yes or no.

A. Distance/Duration:

The first thing to define, is the distance or duration to be travelled.

The distance is determined by the white die and the number it turns up.

You have three alternatives, hereunder:

a. *Blocks/house numbers:*
   Here the house number or blocks are used, normally blocks or numbers on the right side is used, but left is optional. Only whole house numbers are used, such as 1, 3, 5 or 2, 4, 6, etc, depending upon which side of the street You are walking on. Apartment entrances with letters such as a, b, c etc does not count.

The distance here will vary, depending upon building density and size of buildings.

In some cities You may have to walk a great distance, while in other places there will be a short distance between the buildings.

The benefit with this method, is that You might end up right outside a pub or shop that You might have otherwise just walked past.

When getting Forwards or back, it is no hassle to continue on the same street, but the disadvantage is that when You get Right or Left, You might have to walk some distance before You can turn Right or Left, and start in the new direction.

b. Intersections:

Here You follow the streets, and any intersection or road branching off from the street You are following, are considered an intersection.

This includes any path, alleyway, street, road and so on.

As with Blocks, the distance between the intersections will vary from city to city.

The advantage with this method, is that You can start at once in the new given direction as directed by the dices.

The disadvantage is that it will not always be possible to walk in the direction dictated by the Green die, and You must then find an alternative way to decide which way to take.

c. Time:

Here You walk the distance in minutes, as given by the die.

the numbers on the die responds to minutes to walk in a given direction, or to perform a task.

The benefit with this method is that You will get to explore large areas if using the standard D6 measure, and You might end up at interesting places.

The disadvantage is that You will not always be able to walk in a given direction for the full amount of time, and like, with the blocks, You will sometimes have to walk some distance to be able to turn Right or Left.

How far You walk in one minute will vary, depending upon many factors, such as road surface, people density, traffic lights and so on. How fit or mobile Your group is will also affect the distance travelled, as a fit person might walk between 300 to 600 meters in 6 minutes, so if You are using the full/Standard die measure, be sure to have good footwear.

If You decide upon using time for distance, You will have to assign one of the participants as a “Game time keeper”, who will be responsible for starting and stopping the timer.

The timer may be a Smart phone wristwatch, Sand timer, kitchen timer and so on.

The only requirement is that the timer can count up or down a total of 6 minutes, and it should also be waterproof and withstand rough handling.

B. Die measure:

The second part of defining the dices, will be to set the die measure to be used.

The die measure is with regard to the White die, and gives You the amount of distance or time to walk.

Here You have three alternatives, which are as follows:

1. *Full/Standard:*

Here the White die or any other regular D6 die is used.

And here the numbers or pips from 1 to 6 are used as is.

This will give you a maximum of 6 blocks or intersections to walk, or 6 minutes to walk or perform a task.

This option is fine when you have unlimited time to your disposal, or have a large city to explore.

This is best used where there is a short distance between houses or streets, or when You want to really explore a big city.

There are several options for a Standard die, hereunder:

a. D6 die:

Here You can use a physical D6 die, cast it and then walk given distance.

b. Application:

You may also use an Application on the phone.

Set the application to use one D6 die and cast the die, and follow the number given.

c. Random number generator:

You may use a random number generator application on Your phone.

Set the value from 1 to 6, and then generate a number.

Walk the given number generated.

d. Full random number list may also be used.

Here You create a list with numbers ranging from 1 to 6, and You may use an online application and print it out, or You can create a list on an application on the smart phone.

Just look up the numbers on the list and walk the distance or time.

2. *Half:*

This is probably the optimal measurement option, especially if You are in a medium to small city or have time restrictions.

Here the time is cut in half, giving the time or distance from 1 to 3. Giving you a maximum number of blocks or intersections to walk as 3, or maximum 3 minutes to walk or perform a task.

The shorter range will also reduce the chance of people getting bored with prolonged walking or performing tasks.

There are several ways to use half measure, hereunder:

a. Standard D6:

You may use the standard D6 die in several ways to “Half” the time or distance.

1. *1, 2, 3:*

The first method will be to use 1, 2 and 3 as is, and the numbers on the opposite side as the same.

For example, 1 and 6 is 1, 2 and 5 is 2and 3 and 4 is 3.

Toss the die, and, for example, if it lands on 5, this is the same as 2, saving You 3 minutes.

Low, Medium and High:

Another option will be to use 1 and 2 as 1, 3 and 4 as 2, and 5 and 6 as 3.

b. Application:

You may also use a dice application on Your smart phone.

Set the number of dices to 1, and use the same methods as mentioned above.

c. Special die:

You may also use a 1, 2, 3 die.

This may be a commercial die, or You may create it Yourself, by marking a blank die.

This die is used as is, and You walk the distance or time given by the die.

d. Random number generator:

You may use the random number generator on Your smart phone.

Set the values from 1 to 3, and generate a random number.

Walk the distance or time given by the generated number.

e. Half Random Generated number list:

Here You can use a random number generator, either on Your phone or online, and generate a list with many numbers.

Set the value to between 1 and 3, set the total number of numbers You want and generate the list.

You may print it out or have it on Your phone.

3. Minimum:

The minimum distance is great when You have a small city to explore, or want only to explore a smaller area in more detail, or if You have friends that get bored easily.

Here the numbers are limited to 1 and 2. This will give you only 1 or 2 blocks to walk, or the maximum of 2 minutes to walk or perform task.

You have several options to use a minimum die:

a. D6:

You may use a regular D6 die, such as the White die.

1. *Odds or Even:*

The easiest way will be to use odds or even, where 1, 3 and 5 are used as 1, and 2, 4 and 6 are used as 2.

For example, if You toss the die, and it land on 5, this is an odd number, and is used as 1.

2. High or Low:

As an alternative, You can use the low and high numbers version, where 1, 2 and 3 are 1, and 4, 5 and 6 are 2.

For example, toss the die, and if it lands on 5, this is a high number, and is a 2.

b. Application:

You may also use a dice application on Your phone.

Set the app to use 1 D6 die, toss the die and use one of the methods mentioned above.

c. Special die:

You may use a designated 1 and 2 die.

This die may be a commercial die, or You may make Your own, by marking a blank die.

This die is used as is, just toss the die and then walk the given distance or time.

d. Generated list:

You may use a list application on Your smart phone.

Create a list with 1, 2, 1, 2, 1, 2, and then make sure it is set to random, and then click select, and the application will come up with a 1 or 2.

You then walk the distance or time, as given by the selected number.

e. Random number generator:

Here You use a random generator application on Your phone.

Set the numbers range from 1 to 2, then generate a number.

Walk the distance or time the application has generated.

f. Minimum Random number list:

Here You can create a list with 1 random 1 and 2 numbers using a random number generator application on Your phone or computer.

If created on Your computer, You can print it out, as a paper is easier to carry along than a computer.

Here You look up the number on the list, then walks the distance or time given by the number on the list, and then cross over the used number with a pencil or pen.

Randomization tips:

You can use different measurements, depending upon tasks.

If You are playing with activity cards or other dices, You can select to for example use the Half die to give measurement for movements, such as Forward, Right etc, and then use the Minimum die for activities, such as playtime, follow white rabbit and so on.

Another option, if You have all the three different measurement dices, and it doesn't matter what die You use, will be to put the three different dices in a dice bag, and have one of the participants randomly select one from out of the bag, without looking, and then use that die.

C. Decision:

There will be times during Your walk, when You will need to make hard decisions, such as "Should we enter that bar?", or "Should we take one more drink?", or You will have to decide if you should go up or down, or stay on this level.

Luckily for You, both the die and the coin can help You take the hard decisions, avoiding any arguments within Your group.

a. *Yes or No:*

You must decide upon how to determine Yes or No answers.

The Yes/No option is used when you need to ask if you should take one more drink, if you should leave a place, if you should enter a store etc.

There are several ways You can select Yes or no answers.

This includes the Yellow die, or Yes or No die, Using a D6, with odds or even, high or low numbers, and even using a coin or token.

1. <u>Yellow die:</u>

The Yellow die is a designated Yes or No die, with three Yes and three No on opposite sides.

You may get other D6 Yes or No dices in other colours from commercial vendors.

You may also make Your own, by marking a blank die.

The die is simple to use, just toss the die, and the die will turn up either a Y for Yes, or a N for No, which will give You Your answer.

2. <u>Odds or even:</u>

Here a regular D6 is used for Yes or No.

Normally the odd numbers, such as 1, 3 and 5 are used as No, while the even numbers, such as 2, 4 and 6 are used for Yes.

Just toss the die, and if it ends up on an odd number, it is No, and if it ends up on an even number, it is a Yes.

3. <u>High or low:</u>

Here a regular D6 die is used to give Yes or No answers.

The low numbers, namely 1, 2 and 3 are used for No, while the High numbers, 4, 5 and 6 are used for Yes.

You just cast the die, and if it turns up 1, 2 or 3, it is No, and if it turns up 4, 5 or 6, it is Yes.

4. 1 or 2 die:

The 1 or 2 die is a special D6 die, primarily used for distance, but can be used for Yes or No answers.

The die has 1 and 2 on opposite sides, 3 of each in total.

The 1 is assigned the function of No, while the 2 is assigned the role as Yes.

Just toss the die, and if it turns up 1, it is a No, and if it turns up 2 it is Yes.

5. *Coin:*

A coin or token, also called a D2, can also be used to give Yes or No answers.

The coin may be a regular coin, a challenge coin or a novelty coin or token with a happy face on one side and an unhappy face on the other side, or it may have Yes and No on opposite sides.

If a regular coin is used, You will need to assign roles to each of the sides. Normally Heads are used for Yes, and Tails for No, but may be vice versa.

To use, You first assign Yes or No roles to the coin, then You flip the coin in any way You like, and then see what side is turned up on the coin. If the head is up, it is Yes, and if Tails is up, then it is no.

D. Up or down:

During Your walk, You will eventually arrive at a stairwell or elevator, which allows you to either go up or down, and You will then need to make a decision on what direction to take.

Note that if You only can go up or only can go down, You will have to toss a Yes or No die or coin, asking “Should I go up?”, or “Should I go down?”.

You have the following alternatives to make Your decisions:

1. Odds or even:

Here a regular die is used, and the odd numbers (1, 3 and 5) on the die is assigned the role as Down, while the Even numbers (2, 4 and 6) are assigned the role as Up.

You toss the die and see if it ends up on an odd number to go down, or an Even number to go up, and then go in that direction.

2. High or low:

Here a regular D6 die is used, and the low numbers (1, 2 and 3) are given the function as Down, while the High numbers (4, 5 and 6) are given the role ass up.

Toss the die to see if it turns up a low number for down or a high number for up, and then go in the given direction.

3. 1 or 2 die:

Here the special 1 and 2 die is used.

The 1 is assigned the function as Down, while the 2 is assigned the role as Up.

Toss the die and go down it turns up 1, and go up if it turns up 2.

4. Coin or Token:

A coin or token can be used to determine up or down.

Just assign up to one side of the coin, such as head for up, and tails for down, or a smiley face for up and an unhappy face for down, or vice versa, depending upon Your view of heaven and hell, and where You expect to end up.

Head off:

As an alternative, You may use Head as the decision factor, and here only the Head on the coin is used to decide up or down.

This is done by tossing the coin in Your preferred manner, and then observing which way the head faces.

If it faces up, You head off in that direction, and if it faces down, you head off in that direction.

e. Down, Stay on level or up:

This is useful if You are in a shopping mall, but also if You end up in an office or apartment building, where You may have options to go down, stay on the current level, or go up.

There may be stairs, escalators, or elevators that may be used.

To make Your decision, You have the following alternatives:

1. 1, 2 or 3 die:

Here the special D6 1, 2 and 3 die is used.

The 1 is assigned the role as Down, the 2 is Stay on level, and the 3 becomes Up.

You toss the die, and then go in the direction the number indicates.

2. Lo, Med and Hi:

Here a regular D6 die is used, where low is 1 and 2, Medium is 3 and 4, and High is 5 and 6.

Low is used as down, Medium is used as stay on level, and High is used as up.

Toss the die and go in the direction indicated by the die.

3. Coin or Token:

You may also use the coin or Token to decide if You should go down, stay on the level or go up.

To do this with a coin, first ask if You should stay on level, and assign a Yes answer to for example Heads, and No answer to the tails side.

If the coin land on Yes, no problem, continue on the level You are, and if the coin lands on tails, which is No, then assign one side to down, such as tails, and the other side to up, which is head, and throw the coin.

Then go either up or down, according to the coin decision.

5. Special equipment:

The next step will be to select the equipment to use during the game.

Some of the equipment will be dictated by the game You have selected, and some by the selected decision-making methods.

Select only the equipment that is required for playing Your selected game, as it is no point in dragging along equipment that is not in use in Your selected game.

The equipment that can be used, are as follows:

a. **Gaming die:**

Gaming dice are coloured dices with different functions, used to give direction, distance and activities to do, in addition to what to drink and Yes or No answers.

Six dice can be used, and includes the following:

1. *White die:*

The White die is a regular D6 die, and has numbers or pips from 1 to 6. The White die is the distance die used in all games.

1 and 6, 2 and 5, and 3 and 4 are on opposite sides, and the sum of the two sides are 7.

White Die:

1 or 1 Pip.

#2 or 2 Pips.

3 or 3 Pips.

#4 or 4 Pips.

#5 or 5 Pips.

6 or 6 Pips.

The numbers will give you the distance, such as number of blocks to walk, number of minutes to walk in a direction or perform a task.

It is a multi-purpose die, and It can also be used for number of drinks to take, number of stops to take when on a transportation vehicle and so on.

It can be used to find the magic number and colour, it can be used to get Yes or No answers, it can be used to find directions and so on.

The Green die is normally used to get the direction to walk, but in some instances, You will not be able to walk in the direction directed by the Green die.

As an example, You may have the Green die turn up “Forward, but You are only able to walk to the right, left or backwards.

In these instances, the first rule is first to make absolutely sure that You cannot go in the given direction, since the way may not be obvious at first glance.

It may be that there is a large or small shop there, and it is actually possible to walk through the shop and go out an exit in the back, it may be that there is a small alleyway that leads You out to the street on the other side and so on, so check all such possibilities first, and remember to look for the Magic number or colour.

Once You are sure that You cannot go in the direction given by the Green die, You can resort to the White die, as the white die can also be used to get a direction.

There are several ways to do this, and You can choose a method that is best suited for the number of exits available.

a. *The clock method:*

Here two dices are thrown, giving a number between 2 and 12.

Now imagine a clock dial, where 12 is forward, 3 is right, 6 is back, 9 is left, and the other numbers may be used to point out the nearest exit if mor than 4.

Toss the dices, and get a number, for example 7. You then find the exit that is closest to the 7 on Your imaginary clock dial.

It may be the way You came, namely back, or it may be a way to the left, depending upon what is closest.

B. *Number assignment:*

Another method will be to give each exit a number, and then toss the dice.

Different method can be used depending upon the number of streets.

As a rule, forward should be 1, and the other ways assigned numbers going clockwise.

Some gamers start with the first road on the left, and then go clockwise.

<u>2 Ways:</u>

If 2, odds and even numbers or high and low numbers can be used.

<u>3 Ways:</u>

If 3, then 1, 2, and 3 is used as normal, while 6 becomes 1, 5 becomes 2 and 4 becomes 3.

Another way is to assign 1 and 2 to one direction, 2 and 3 to another and finally 5 and 6 to the last.

4 Ways:

If 4 ways, 1 to 4 may be used as normal, and if 5 or 6, then toss again until a number between 1 and 4 is reached.

Two dices may also be used, and here way 1 is assigned 2 and 3 on the dice, way 2 gets 4, 5 and 6. Way 3 is assigned 7, 8 and 9, and way 4 is assigned 10, 11 and 12.

5 Ways:

If 5 ways, toss 1 die, having assigned the streets numbers from 1 to 5. If die lands on 6, toss again until a number between 1 and 5 is reached.

6 Ways:

If 6 ways, toss one die, having assigned each way a number.

C. Clock arm method:

Another method will be the clock arm method.

Here one or two dices can be thrown, depending upon the number of ways.

The street forward is assigned 1, and then the other streets Follo clockwise.

let us say that there is 5 ways to go. the two dices are thrown, giving us the number 8. we then start counting from 1, going clockwise like a clock arm, and by counting the numbers while turning around, we will pass 1 and 2 again, ending up on way number 3.

The group need not use all of the above methods to find directions, but the more alternatives one has, the more random the game will be.

2. *Green die:*

This is the direction or Go die, which tells You which direction to take, or action for getting a direction.

This die is used in all games.

The Green die is a D6 die, and can either be a regular die with numbers or pips from 1 to 6, or it may be a special die, with specific letters.

Note that some of the letters have different functions in different games.

Number, letter and function are as follows:

D. Basic SynchroNewCity 2 Go:

1 – W = White rabbit in regular game.

Here the group will find a stranger who appears to know where they are going.

If magic number and /or magic colour is used, it is preferred to select a rabbit with the magic number or colour to follow.

The entire group then follow the rabbit from a safe distance, for a determined time or distance, given by the White die, without the rabbit noticing the group.

E. The basic drinking game:

The W stands for Waterhole or WC in the Dicey drinking game, and here one finds a pub or bar to take a drink, but can only enter if the Yellow die or coin allows You to do so.

Here one asks “Shall we enter?”, and the coin is flipped or die cast.

If You get Yes, You can enter, and if No, You must continue the walk.

If You have the Popsicle stick, You then use it to see if You should enter.

Popsicle stick:

At the beginning the rubber band is on 1, and the White die is cast.

If the number is 1, then You can enter, if 2 or higher, You are not allowed to enter, and must then move the rubber band to 2, and continue the walk.

At the next W, the thing is repeated, but now, if You get 2 or lower, You can enter, if 3 or higher, You must continue the walk, and the rubber band is moved up to 3.

This continues until You can enter a pub or bar.

After entering a bar or pub, the rubber band is returned to the 1 position.

Everybody goes inside, and those who need to, uses the toilet.

Once inside a bar, it is a perfect excuse for the group to use the Black die to select a drink, or play a drinking game.

People may of course go to the toilet during the game without waiting for the W on the Die. But if people have to go to the toilet, only the person or persons having to use the restroom, go inside, while the others wait outside.

If time is used, then the time is paused while people are using the toilet.

The need to go to the toilet will increase as the drinking game go on.

F. Medium or advanced SynchroNewCity 2 Go:

The W is “Where now?”, and refers You to the blue die in medium blue exploration and advanced game.

Here You will toss the Blue die, which is the alternative direction die, which gives You alternative methods to find a direction to walk in.

2 – B = Back.

and here You will turn around, and go back in the direction You came. The White die will give You the distance or time to travel.

This has the same function in all games.

3 – L = Left.

Here You will take the first possible road or path to the left. The White die will give You the direction or time to travel.

This has the same function in all games.

4 – R = Right.

Here You take the first possible road or path to the right. The White die gives You distance or time to walk.

This has the same function in all the games.

5 – F = Forward.

Here You will walk forward, continuing in the same direction You were heading. The White die will give You the distance or time to walk.

This has the same function in all games.

Note: If You for some reason are unable to walk forwards, then You must select one of the White die wayfinding methods to find a new way.

D. Basic SynchroNewCity2 Go walk:

6 – A = Ask a stranger in the basic exploration game.

Here the letter stands for Ask a stranger. here the group selects a stranger who stands out, or has the magic number or colour. The group asks the stranger which way they should go, the white die is then thrown to give time or distance, and the group walks in the given direction for the set time/distance.

One may also ask the stranger to toss the White die.

E. Basic Dicey Drinking Game:

In the Dicey drinking game, the A stands for Alcohol, where You will find the nearest pub or bar to enter and take a drink, and here there is no hassle with tossing die to see if You should enter, just go straight to the nearest bar.

Drinking games and Black die are optional. If You have the Drinking game activity cards, the A may also be used to draw an activity card, and then find a bar and perform the selected drinking game, or You may toss a die to select the game to play.

Note that the A can also be used to decide if You will play “Drunk as a Dodo!”, and is used if You do not have the Black die.

F. Medium to advanced SynchroNewCity 2 Go walk:

The A stands for Activity die (Red die) in the Medium Red exploration game and in the Advanced game.

Here You will cast the Red die, which is the activity die, that will give You fun activities to perform.

As an alternative, the A may also refer you to the Activity cards, that can be used instead of the red die.

This can be used in any game, especially the basic game, where one just wants a little activity, but do not want to bother with extra dices.

The White die may be used with the Cheat sheet to select an Activity card.

3. Blue die:

This is the “Where now?” die, which gives You alternative ways to find a direction to walk in.

This die is used in the Medium Blue exploration game and in the Advanced exploration game.

This die is a D6 die, which should be Blue, and which may have pips or numbers from 1 to 6, or it may be a special die with letters.

The function of the die are as follows:

1 – D = Dice or Draw.

Here You have the option to either use the D8 and D12 Direction dices, or Draw one of the Direction Activity cards.

A. Dice:

If You have special dices, such as anD8 or D12 die, these can be used to give direction.

The D8 die will give you the direction according to the compass, such as North, South, South West etc.

To use, toss the D8 die, and get a compass direction to walk in. You can use a compass to get the correct heading, and then cast the White die to get time or distance to walk.

The D12 Will be used to give direction like a clock, where 12 is forward, 3 is Right, 6 is Back and 9 is Left.

To use, toss the D12 die and see what number it turns up, for example 3, then You go Right.

If it for example turns up a 10, You must see if it is closest to the Forwards direction, or the Left direction.

Go in the direction that is the closest, and if You cannot decide between two exits, then flip a coin, do odds or even or whatever.

Cast the White die to get time or distance to walk.

The D12 may also be used for a “Clock spin”, as mentioned below for the D6.

You may also use a D6 as a direction indicator if You have no special dices.

Here all the possible directions are given a number, going clockwise from the right, for example 4. The White die is then thrown twice, in order to get a number between 2 and 12, for example 7.

You then point one arm at the first exit, and then turn around clockwise, counting the exits as You move along, and You will then move pass the 1, 2, 3 and 4 exits, starting again on the first exit, with the count now on 5, the second exit is 6, and the third exit becomes 7, which then is the way to go.

The white die is then cast again to get a time or distance to walk.

B. Draw:

If You have a stack of Direction activity cards, then one of these may be drawn, and the activity performed.

The White die is then cast, and will give you the time to perform the given task, or distance to travel.

If You have both the dices and the cards, then, ideally You should use the 1 = “D” for dice, and the 6 = “A” for activity card.

If a drinking game, and You have the Drinking game activity cards, then the drinking game cards are used on the 6 – A, and the Direction cards on 1 – D, and if You also have the Direction dices, You can also use these, and alternate between Dice or Draw card when the 1 – D pops up.

If You do not have the Direction cards, You may toss the white die, and then find the number on the Direction card list on the Cheat sheet, and perform the corresponding action, and use the White die to get time or distance to walk.

2 – W = Wait.

Here You must wait at the spot where You are, in order to see if something interesting occurs. You cast the White die to see how long You will have to wait.

You should look for anything related to the magic number or colour, or anything else of a synchronistic value.

3 – S = Sign.

Here You look for any sign nearby that might indicate a direction.

The signs may be arrows pointing in a specific direction, it may be signs with letters such as enter here, This way to Whatever and so on. The first one that see a sign yells out. The group then Follo in the direction indicated by the sign.

Toss the White die to get time or distance to walk.

4 – R = Rabbit, as in Follow White rabbit.

Here You find a person who look like they are in a hurry, but knows where they are going. The person should wear something white, or something that looks like a rabbit.

The White Rabbit may also be wearing something with the magic colour or number.

Note that this person should not know that he or she is being followed. The white die will give You the time or distance to follow the White rabbit.

5 – B = Begin spin.

Here You have several alternatives to use, depending upon equipment.

If You have no spinners, use either the Blind spin or Bunch spin, and if You have a peg or Fidget spinner, You can use this for “Long or short?” number or colour spin.

A. Blind spin:

Here one of the participants, normally the one that cast the die, closes his or her eyes, and is pun around several times, and then stops and point in a random direction before opening eyes. The group then moves in that direction, or as close to it as possible. if person points between two streets, toss odds or even for right or left. The white die is then cast, and will give you the time/distance to walk in the given direction.

B. Bunch spin:

Here the one that cast the die is the announcer, while the rest of the gang will be the pointers. The group stands with one arm in the air, and when the announcer says “Start”, the bunch starts to spin around in any direction.

After a few rounds the announcer will yell “Point!”, and all the people lowers their arm and points in a random direction.

The street or road with the most hands pointing at it, is the direction to go in.

If the group points 50 – 50 at two exits, use odds or even to choose the direction, assigning one direction Odd, and the other direction Even.

The same goes if most of the group pointed between two exits.

The white die is then cast to give You the distance or time to walk.

Spinner spin:

Here a peg spinner or a fidget spinner is used.

An unmodified peg spinner may be used for “Long or Short?”, or a painted/numbered peg spinner or Fidget spinner may be used for the number or colour spin.

C. Colour spin:

If the group carries a painted peg or Fidget spinner, it may be used instead of a blind spin or a Bunch Spin.

A peg spinner with coloured arrows on the plate, or a finger spinner may be used, with arms painted in different colours.

The spinner is spun, and while rotating one of the participants selects a colour, and when the spinner stops, you find the direction to walk, as indicated by the stated colour.

The white die is then tossed to give distance or time to walk.

d. Number Spin:

Another method will be to have a Peg spinner with a numbered plate, or a three-arm spinner, and mark the upper and lower sides of the arms with the same numbers as on the die.

Arm 1 has the number 1 on the upper side, and 6 on the lower side.

The second arm has the number two on the upper side, and 5 on the other side.

The third arm has the number 3 on the upper side, and number 4 on the other side.

To use, one person throws the White die to get a number, for example 3.

The spinner is then spun, and the group goes off in the direction that the arm with the number 3 points.

The White die is thrown again to determine distance or time to walk.

E. Long or short?

Here a Peg spinner is used.

The peg spinner has a peg going through a flat round plate, with a small part of the peg on the bottom, and a longer part on top of the plate.

The plate may be painted with arrows in different colours, and the spinner can be used as mentioned above, But in this example, one can select either the long or short peg to point the way. The spinner is spun, and one of the participants is asked for “Long or Short?”, and the person selects either Long or Short. When the spinner has stopped spinning and is turned over on its side, then the group walks off in the direction selected, either the direction pointed to by the long peg or the Short peg.

The white die is then thrown to get time or distance to walk.

Randomization tips:

You may alternate between the methods for greater randomization, for example first the Blind spin, then the Bunch spin and so on.

6 – A = Ask a stranger or activity card.

If You have no Activity cards, they You must ask a stranger, but if You have either the Direction cards or Drinking game cards, You draw one of these.

A. Ask a stranger:

Here You can ask a stranger If You do not have the Direction cards or Drinking game cards. Find a stranger that stands out from the crowd, this person may wear the magic colour or number as part of dress, headgear or accessories.

Ask the person for what direction to take, and You may even ask the stranger to toss the White die for time or distance to walk.

B. Activity cards:

If no strangers are nearby, and You have the Direction cards, You may draw one card and follow the instructions for finding the direction to take. Toss the White die for distance or time to walk.

If a Drinking game, and You have the Drinking game cards, You then draw a Drinking game card.

Note: If You have both the Direction cards and Drinking game cards, then the Direction cards should be drawn if the 1 – D turns up on the die, and the Drinking game cards be drawn when the 6 – A turns up on the die.

If You have no Drinking game cards, but still want to play a drinking game, You may cast the White die to get a number, and then find the number on the Cheat sheet under “Drinking games”, and then play that game.

4. *Red die:*

This is the Activity die, and should be red.

The die is a D6 die with either pips or numbers from 1 to 6, or a special die with letters.

The die is used in the Medium Red exploration game and in the Advanced exploration game.

The dies functions are as follows:

1 – T = Toss die or Take card.

Here You can either toss a directional die, or take a Direction activity card, depending upon what You got.

Note: This is the same as 1 – D for Dice or Draw on the Blue die. For a more detailed description on how to use the equipment, You can read that part again.

A. Toss Die:

If You have special dice, they may be used instead of the Green D6 Die.

As a designated direction die you can use a D8 with compass directions, or a D12 for clock directions. Or toss the white die Twice for a clock spin.

Once a direction has been selected, then the White die is thrown to get time or distance to walk.

B. Take card:

As mentioned, it may also be “Take Card”, and here You may take a direction card from the deck, and perform the given task.

If You do not have the Direction cards, You can toss the White die and use the cheat sheet.

If You have both direction dice and Direction cards, you may alternate between the activities, firs throw die, and the next time take a card, and so on.

2 – F = Follow the leader.

Here the entire group selects a stranger who just walks past, appearing to have a purpose or know where they are going, wearing an item with the magic colour or number. and they follow that person in a single file at a safe distance, mirroring the leader’s movements.

All should mimic the actions to the person being followed. If the person says Hi to someone, everybody says Hi to the same person, if the person scratches behind the ear, everybody does the same.

The "leader" should not know that he or she is being followed. The white die is thrown to give the time or distance to follow the leader.

If no one is around, the one who tossed the die can be assigned the role as leader.

3 – C = Compliment.

Here You find a stranger that stands out, who may wear something with the magic colour or magic number. The group observes the person and finds something nice to say about the person, such as nice smile, lovely eyes, nice dress or similar compliments.

The group then forms a line, and then walks past the person, giving their compliments as they pass.

Once done You toss the green die to continue game.

4 – M = Manifestation.

Here the person that cast the die, must decide a thing or person that the group will think about, trying to manifest it. This may be a Soumo wrestler, a celebrity, an animal of some sort, or whatever.

The white die is used to determine for how long time the group will spend trying to manifest the object.

While Manifesting, the group looks around for anything resembling the object being manifested.

5 – P = Playtime.

Here one of the Playtime cards are drawn, and the selected children's game played by the entire group. The white die will give the number of minutes the game will be played.

If You have no Activity cards, You can toss the White die, and then find the corresponding number on the Playtime card list on the Cheat sheet.

Toss the White die again to get the number of minutes to play the game.

6 – D = Draw a card or drink/Dine.

D stands for Drink/dine or Draw a card, depending if You have an activity/Dinking game card deck or not.

a. Drink or Dine:

   If drink is used, then the group Finds a bar or restaurant, to get a bite or something to drink. This is then the perfect opportunity to pull out the black die, for your drink selection.

After the drink, toss the Yellow die or flip a coin to see if You should take one more round.

B. Draw a card:

   If a Drinking game, pull out the Drinking game cards, where one is picked, and then find the nearest bar or pub, where the game is played.

If You do not have the Drinking game cards, you may toss the White die, and find the corresponding drinking game on the Cheat sheet under the heading "Drinking Games".

5. *Black die:*

The black die is the drink selection die, also known as the Blackout die or Booze die.

The die is a D6 die with pips or numbers from 1 to 6, or may be a special die with letters.

This die may be used in all games where alcohol will be consumed.

The number/letter function are as follows:

1 – N = Non-alcoholic.

Here You must select something without alcohol, such as a soda, water, coffee or tea.

2 – B = Beer.

Here the group must select any type of beer, such as lager, porter and so on.

3 – S = Shot.

Here the entire group must drink a shot of some sort, may be Jägermeister, tequila, Absinth and so on.

4 – C = Combi, namely a beer and a shot.

Here both a beer and a shot are drunk by all in the group.

5 – D = Drink.

Here one may select any long drink, such as Gin and tonic, Long Island ice tea, mojito and so on.

6 – F = Free choice.

Here each person can select what they want to drink, such as wine, water, beer and so on.

This die may be used in several ways, depending upon how thirsty Your gang is.

One, and gone:

Here the die may be used only once at the bar, before continuing game. This gives more time to explore, allowing You to explore more bars, but limiting drinking time.

Should we stay, or should we go?

You may also use the Yellow die or a coin to decide if You should take one more round.

You then ask if You should take one more round, and then toss the Yellow die or flip the coin. If Yes, then You will stay for one more round, and the black die may be cast again. If No, then the group will leave the bar or pub and continue the exploration game.

This is the preferred method, as it vill randomise the time spendt drinking and exploring.

Die 4 Rounds:

Another alternative will be to first toss the White die to see how many rounds the group should take at the bar, but if this method is selected, there may be little time for exploration, but a lot of drinks.

The full circle:

It may also be used for a complete round, where all persons in the group toss the Black die once.

Here all must agree to participate and pay.

A fun way to do this is that the one that cast the die select what type of drink everybody must drink, but that person must also pay for the round of drinks.

For example, if the die selects shot, then the person who cast the die selects the type of shot to drink, for example tequila, and orders and pays a round of Tequila for everyone.

Of course, everybody participating stays until a full round has been completed, where everyone has paid for a round. No one should be allowed to “disappear” before it is their turn.

This version will also take away a lot of exploring time, and depending upon number of participants, give a lot of drinking time and drinks.

The group will have to decide if they are most interested in exploring, or getting drunk.

If You have no Black die, You can cast the White die to get a number, and then find the corresponding number for the Black die in the Cheat Sheet, under the Heading “Black Die”.

As an alternative to the Black die, one may use the Popsicle stick, if it has the Black die drink letters on one side, and the White die numbers on the other side.

See the “J. Popsicle stick” for more information on how to use the Popsicle stick.

6. *Yellow die:*

This is a Yes or No decision die, which gives You 50/50 chance for Yes or No, and is an alternative to using a coin or token.

The die is a D6 die with pips or numbers from 1 to 6, or is a special die with letters.

If letters, then the die will have Yes and No on opposite sides. Letters may simply be Y for Yes and N for No, or the entire word, such as Yes or No may be in letters on the die.

The die should be Yellow (Y for Yes).

The number/letter functions are as follows:

1 – N = No.

2 – Y = Yepp.

3 – N = Hell no!

4 – Y = Fuck Yeah!

5 – N = Nope.

6 – Y = Yes!

If You have no Yellow die, use the White die to get a number, and find the corresponding number on the Cheat sheet, under the heading “Yellow Die”.

B. Magic dice:

The Magic dice are used to select the games Magic number and Magic colour.

The designated Magic dices are the D10 and the D16.

1. D10:

The D10 die is a 10-sided die with numbers, which may either be 0 to 9, or 00 to 99.

These can be used to get either a single digit Magic number, or a double-digit number.

For a single digit number, toss the D10 with 0 to 9, and see what number it turns up, for example 7.

Then 7 will be the groups magic number for the duration of the game.

For a double-digit number, between 00 and 99, You have two alternatives.

Toss the 0 to 9 die twice, where the first number is the ten decimal number, and the second toss is the single digit number.

For example, the first die turns up 4, which then becomes 40 since it is the decimal number, and the second toss turns up 2, then the 2 is added to the number from the first toss, namely 40, giving You a total of 42, which becomes the magic number.

If You have both a 0 to 9 and a 00 to 99 die, You can toss both at the same time and add up the numbers, for example 30 and 3 gives You a total of 33, which becomes the magic number.

2. D16:

The D16 die is used to get the groups Magic colour.

The D16 die is a D16 die, which may have the numbers 1 to 16 or 0 to 15, but You may also colour each of the sides in the different colours if You are a creative soul.

To get the Magic colour, simply cast the D16 die, and find the corresponding colour in the Magic colour list in the Cheat sheet.

3. *Application:*

You may also decide to use applications on Your smart phone that has special dices like the D10 and D16.

Just find a suitable application, select the special die You would like to use, and then toss the die on the application.

C. Direction die:

Direction dice are used in the Medium blue and advanced walk. May either be a D8 or a D12 die.

These are alternative ways to give You directions to walk.

1. *D8:*

a D8 die with numbers from 1 to 8, or with letters indicating compass direction such as N for north, e for east, SW for south-West etc.

This die should be Green, since all direction dices are Green for Go.

The number/letter functions are as follows:

1 – N = North, and here You go in the compass direction of North.

2 – NE = North east, and here You go in the North east compass direction.

3 – E = East, and here You go in the compass direction of East.

4 – Se = South east, and here You go in the South east direction.

5 – S = South, and here You go in the south direction, according to the compass.

6 – SW = South west, and here You go in the South west direction, according to the compass.

7 – W = West, and here You go in the West direction, as directed by the compass.

8 – NW = North west, and here You go in the Nort west compass direction.

This die should be used together with a compass, to get the correct heading.

If You have no compass, and You do not know what direction is North, then use North as Forward, East as Right, South as Back, and West as Left.

Note, that when using a compass, North may not necessarily be forward, but can be in any direction, depending upon Your position.

2. *D12:*

The D12 is used to get alternative wayfinding methods.

Primarily two methods used.

A. *Clock dial method:*

A D12 die with numbers 1 to 12 may be used as a clock direction die, where one walk in the clock direction indicated by the given number the die turns up.

Here 12 will be Forward, 3 will be Right, 6 will be backwards, and 9 will be Left.

The White die is then cast to give distance or time to walk in the given direction.

B. Clock spin:

It can also be used for a clock spin, where You toss the die to get a number, and then either start counting from the forward direction and clockwise towards the right, counting the possible exits until You arrive at the number given by the die.

As an alternative, start with the first road to the Left, and then count clockwise until You stop on the number given by the die.

You then cast the White die for distance or time to walk.

3. *Application:*

A dice application that has the special dice can also be used.

Just select the desired die on the application, and then toss the die.

d. Special die:

The Special dices are additional dices that can be used in the different games.

Some may be used for distance or number of drinks, while others, like de D30, D60 or D100 can be used with their respective activity lists to play the entire game with that single die.

Some of the special dices are only used for the drinking games.

1. 1 or 2 die:

The 1 or 2 die is a D6 die with 1 on one side, and 2 on the opposite side. The opposite sides add up to 3.

The 1 or 2 die is primarily the Minimum distance die, used to give minimum distance or time to walk or perform a task.

This die can be used to substitute the Standard White die, if You want shorter distances to travel or shorter time to perform a task.

The Die may also be used as an Odd or even die, to give Yes or no answers, up or down etc.

This die is also used in the “Shotgun – Single or Double barrel” drinking game.

See the “A4: Activity cards – Drinking games” for more information.

To use, simply toss the die, and then walk the number of blocks or intersections, or perform a task for the given number of minutes.

2. 1, 2 or 3 die:

This is a D6 die with the numbers 1, 2 and 3 in numbers. Here the total of both sides is 4, so, You have 1 on one side and 3 on the opposite side twice, and one with 2 on one side and 2 on the opposite side.

This die is used for half time or distance.

It can be a substitute for the standard White die to give shorter distances to walk or shorter time to perform a task or action.

This die can also be used in the “Double tap Drinking game”.

See the “A4: Activity cards – Drinking Games” for more information.

To use, simply toss the die, and then walk the distance or time, or perform a task for the number of minutes given by the die.

The die may also be used for road selection, Up, stay on level or down and so on, see the Die measurement for more info.

3. *D30:*

The D30 is a die with 30 sides, that is numbered 01 to 30.

This die must be used with a D30 Activity list.

The D30 Activity list has the numbers 1 to 30, with a specific activity or task assigned to each number, and these may be directions and distance to walk, or Asking a stranger for direction or following persons for a given distance or time.

See appendix 7, D30 Random Cheat Sheet for examples of such lists.

4. *D60:*

The D60 die has 60 sides, numbered 01 to 60.

This die must also be used with the D60 Activity list.

The D60 Activity list is a list with the numbers 1 to 60, where each number have a specific task or action assigned to it.

The D60 Activity list combines the White and green dice with the blue and red dice.

See appendix 8: D60 Random Cheat Sheet for an example of a D60 Activity list.

To use, simply cast the D60 die, and see what number turns up, and then find the corresponding number on the D60 Activity list, and perform the given task or action.

5. *D100:*

The D100 die is a 100-sided die numbered 00 to 99.

This die must be used with the D100 Activity list.

The D100 Activity list is numbered 00 to 99, and each of the numbers have a special task or action assigned to it.

The D100 Activity list contains the elements from the White, Green, Red and Blue dices, with some of the activity card functions added to it.

See Appendix 9: D100 Random Cheat Sheet for an example of the D100 list.

To use, simply toss the D100 die, and observe what number it turns up.

You then find the number on the D100 Activity list and perform the given task or action.

6. *Dicey drinking game, beer die:*

This die is used in Toby's dicey drinking game, but only for beer, as the die functions for Beer and Shot have different functions.

The die used is a D6 die, and it can be a simple D6 die with pips or numbers, or it may be engraved with text.

The numbers/text and action are as follows:

1 – One – All gone! and here the person who cast the die must drink up all the remaining beer in the glass or bottle.

2 – Two – For You! and here the person who cast the die can select a person who must drink the agreed upon measure.

3 – Three – For me! and here the person who cast the die must drink one measure.

4 – Four – Even more! and here the person who cast the die must drink half of the remaining beer in the glass or bottle.

5 – Five – The next must dive! and here the next person in line to cast the die must drink one measure.

6 – Six – All the Chicks and Dicks! and here everyone has to drink one measure of their beer.

For how to play the game, see Appendix 4: Activity cards - Drinking games.

7. *Dicey drinking game, Shot die:*

This specific D6 die is used for the Toby's dicey drinking game with shots.

The game is quite similar to the beer drinking game, but with a few differences.

The die may be a regular D6 die with numbers or pips, or it may be engraved with text.

The number, text and action are as follows:

1 – One – Get none! here the person that cast the die does not get a shot, but must pass the die to the next person.

2 – Two - For You! here the person who cast the die selects the person that must take a shot.

3 – Three – For me! here the person that cast the die must take a shot.

4 – Four – Even more! and here the person who cast the die must take two shots.

5 – Five – The next must dive! here the person next in line to cast the die must take the shot.

6 – Six – All the chicks and dicks! and finally, here everyone has to take a shot.

For how to play the game, see appendix 4: Activity cards - Drinking games.

8. *0, 1 or 2 die:*

The 0, 1 and 2 die is a D6 die with the numbers 0, 1 and 2 on it. The total amount of opposite sides is 2.

Here 1 and 1 are on opposite sides once, and 0 and 2 on opposite sides twice.

This die is used in the Double tap drinking game.

The numbers have the following meaning:

0 – Zero – None for the hero! the person who cast the die do not get a shot.

1 – One – Trouble begun! Here the person who cast the die must take a shot.

2 – Two – Misery for You! and here the person who cast the die must take two shots.

For information on how to play the game, see appendix 4: Activity cards - Drinking games.

9. Application:

Smart phone applications can be used to substitute the special dices.

You may be able to use a list selection app, creating different list for different dices, or You may use a Wheel of fortune application and create a wheel with the die functions on it.

Or You may simply use a regular die application, and use it with the cheat sheet to get the functions.

A random number generator can also be used instead of the D6, D8, D10, D12, D16, D30, D60 and the D100. The 1 and 2, 1, 2 and 3 and 0, 1 and 2 dice may also be generated with the random number generator.

Just set the value to Your wanted value, and then generate either number for number, or a long list of numbers.

E. Activity cards:

Activity cards, are pre made cards with fun activities to perform, used in Medium red and advanced walks.

You have the option to use all cards, or select either drinking game cards, Direction cards or playtime cards.

You may have these as physical cards, a small activity card deck, or You may have the cards on an application on Your smart phone.

1. *All:*

Here all the cards, the direction cards, drinking Game cards and playtime cards are used in one deck.

The cards are shuffled prior to use, in order to randomize the draw of cards.

To use, draw the card, and if necessary, toss the White die to get a time or distance to perform the task or action.

2. *Application:*

You may create random list chooser or wheel of fortune to select the cards on Your phone.

Just create lists or wheels with either all the cards or the different activity cards separately, such as one list with direction cards, one list with Drinking game cards and one list with all the Playtime cards.

3. *Drinking game cards:*

The Drinking game cards, are, as the name indicates, different drinking games that can be played when Your group has arrived at a bar or pub.

We have limited the number of games to 6, so that they may be randomly selected with a die, but if You create cards or use an application, You can of course create as many drinking games as You wish.

The drinking games are as follows:

1 – Toby’s dicey drinking game (Beer or shot).

2 – The finger.

3 – Shotgun (Single or double barrel).

4 – Double tap.

5 – Bottoms up!

6 – Duel (one on one or all or nothing).

For how to play the games, see appendix 4: Activity cards - Drinking games.

4. *Direction cards:*

The direction cards give You alternative ways to get a direction to head in.

Normally used in the Medium blue, red and advanced games.

This list is limited to 6 options, so that it can be selected with a die, but You may create as many as You want if You create Your own cards or lists.

The Direction cards are as follows:

1 – Take the red pill.

2 – Take the blue pill.

3 – One to make You small!

4 – One to make You tall!

5 – Ask the Mad Hatter.

6 – Ask the checher cat.

For information on how to find the direction using the cards, see appendix 5: Activity cards -Direction cards.

5. *Playtime cards:*

The Playtime cards give You some children's games to play.

Again, You may select the games You want to play and create Your own list.

The six games are used so that one may be selected using a die.

The Playtime cards are as follows:

1 – White rabbit (aka Frozen tags).

2 – Red queen (Aka Red light, green light).

3 - Dodo colour egg race.

4 – Who stole the die?

5 – Say what I say, do what I say.

6 – The Red queen commands (Aka Simon says).

For information on how to play the games, see appendix 6: Activity cards - Playtime cards.

F. Spinner:

The spinner is an alternative method to find direction, and can be used as an alternative to the Blind or Bunch spin on the Blue die.

Two alternatives.

1. *Humming top/peg spinner:*

A humming top or peg spinner, can be used to give direction. You can have fixed decisions, such as either Long or Short peg. Just spin the spinning top, and when it stops and tips over, walk in the direction that the long handle or short peg points.

Another alternative is to spin the spinner, and then ask a participant to call out long or short.

If short, then You walk in the direction that the short bottom peg points, and if long, You walk in the direction that the long part of the peg points.

Alternatively, paint arrows in different colours on the top plate, start spinning the spinner, and have one participant call out one of the colours on the spinner. when the spinner stops, observe which direction the spinner is pointing and walk in that direction. Normally used in Medium Blue and advanced walk.

2. *Fidget spinner:*

Fidget spinner, functions much in the same manner as mentioned above. Numbers or colours or both can be painted on the finger spinner, numbers and colours depending upon arms on spinner.

The spinner is spun, and a colour or number is called out by one of the participants. When the spinner stops, you walk in the direction the arm with the corresponding number or colour is pointing. You can also on some finger spinners, mark the finger plate as a clock dial, numbers 1 to 12, and make one or more arrows on the arms, such as one for minutes, one for second and one for hours. spin the spinner, have one call out hours, minutes or seconds, and see where the corresponding arrow stops on the dial, and walk in that clock direction.

Normally used in Medium blue and advanced walks.

G. Timer:

any type of timer can be used, as long as it can give the time from 1 to 6 minutes.

The timer can be used in all games to give time for distance to walk or for time to perform tasks.

1. *Sand timer:*

if sand timers are used, you will often have to use several to cover the full-time range. Normally a set of three, from 1 to 3 minutes can be used. For 1 to 3 minutes, the separate sand timers are used, if for example 4, then you can either use the 3 min first, and then the 1 minute when the 3 minutes run out, or use the 2-minute sand timer once and turn it over when it has run out.

2. *Phone clock:*

Here you can use the clock application on your smart phone, either use countdown or stopwatch etc.

3. *Wrist watch:*

if one of the participants is old fashioned, and still have a wrist watch then this can be used, The watch may be analogue or digital, or even a so called “Smart” watch.

4. *Kitchen timer:*

Kitchen timer, or even parking timers can be used. The clock can be either mechanical or digital. Use a watch that can be used outdoors in rain. These timers can normally be set to countdown minutes and seconds easily, and will normally give an audio or vibration alert when the time has run out.

5. *Sports timer:*

any type of sports timers can be used, and these will normally have a button for start and stop, and a button to reset time.

Will normally count up time.

H. Coin/token:

A coin or token, can be used to give Yes or No answers, up or down etc. The coin or token can be used in all games.

I. Compass:

A compass, can be used when a cardinal direction die is used, to get the correct heading. Normally used in Medium blue and advanced walk.

The compass may be a simple button compass, a regular compass or on an application on the smart phone.

j. Popsicle stick:

The popsicle stick, is a tool that you can use to select either public transport or for visiting bars and pubs.

The popsicle stick is just a stick or similar with numbers 1 to 6 marked on it. A rubber band can be rolled up or down on it, according to gameplay.

The rubber band starts on 1, and the White die is cast, if 1, You can enter the bar or public transport, but if 2 or higher, You move the rubber band to 2 and continue Your walk. The next time You come to a bar or public transport, You once again toss the white die, and if 2 or lower You can enter, but if 3 or higher, You must move the rubber band to 3 and continue the walk. As the rubber band moves to higher and higher numbers, the chance increases for entering a pub or public transport.

Once You have been at a bar or used a Public transport, the rubber band is once again moved back to 1, and the process resumes.

Pubs and Bars:

When used for pubs and bars, You can either toss for each bar You pass on Your walk, or You can start when someone calls out for a “Beer break”.

If you are playing the drinking game, the stick may be used to interrupt the regular game for a beer break.

There will always be a bloke or two who would rather drink than walk around, and they may call out “Beer break”, and the group will then look for the nearest pub or bar.

Once a Beer Break has been called for, the stick is used on the bars one passes while walking the direction given by the Green and White dices.

If the die and stick allow you to enter a bar, the game is temporarily paused while inside.

If a timer is used for distance, then it is paused when entering the pub, and restarted once all persons have arrived outside the pub after the Beer break.

The game is then resumed.

Once You enter a bar, You can either use the number on the stick or number on the white die to select the drink, or toss the Black die.

The stick numbers can be used for deciding what to drink, where 1 is non-alcoholic, 2 is Beer, 3 is Shot, 4 is Beer and Shot, 5 is Drink and 6 is Free Choice.

Stick Drink selection:

Three alternatives can be used:

Firstly, the direct transfer method, where the stick has been used for finding a bar to enter.

Let’s for example say that the rubber band ended up on 3 before the group could enter a bar, then the group gets a drink directly corresponding to the number 3, which in this example is a shot.

You may also use the number on the White die that allowed You to enter, and this may or may not be the same number as on the stick.

For example, if the rubber band on the stick was on 5, and the white die turned up 2, then the Die option is a Beer, While the Rubber band option in this example would be a Drink.

The third option will be to start fresh.

Start with the rubber band on 1, and toss the die, if the die land on 1, then buy a non-alcoholic drink. if two or higher, then move the band to 2 and toss again.

If the die lands on 1 or 2, then buy a Beer, if 3 or higher, then move the band to 3 and toss again. Continue until you get to 6, then any number from 1 to 6 will finally get you a drink of your own choice.

You should agree what method to use before You start the game.

If You have the stick with the White die numbers on one side, and the Black die drink letters on the other side,, You can use the Popsicle stick as a substitute for the Black die.

Just toss the White die, and find the number on the stick, and then turn it over to find Your drink.

Here 1 = N for Non-Alcoholic, 2 = B for Beer, 3 = S for Shot, 4 = C for Combi, which is a Beer and a Shot, 5 = D for a Drink, and 6 = F for Free Choice.

For example, if the White die turns up a 4, then when You turn the popsicle stick over, You will find “C” for combi, which means a Beer and a Shot.

Public transport:

It can also be used for determining if You should enter any public transport.

You may select to use any transportation means possible, such as bus, tram, subway, train and so on, or just select one or two to use.

The use of public transport can be fun in large cities, allowing You to explore larger parts of the city.

Once aboard any public transport, toss the White die to determine how many stops to take before getting off.

This can be used in all games.

k. Random numbers:

Random number sheets are Pre-generated lists or randomly generated numbers, may be either an all-action sheet, or combinations of action and direction sheets.

These are substitutes for the White and/or Green die, but these must also be used with the dice cheat sheet.

l. Application:

You may use applications on Your phone to generate the random number list.

Just set the parameters You need, and the total number of random numbers You want, and then generate them.

Note: It is recommended to just generate 10 to 20 numbers at a time, as it may become difficult to keep track of the numbers used when trying to keep track on a long list.

One possibility is to generate one or two numbers at a time.

1. *full list:*

The full list contains random generated numbers ranging from 1 to 6.

The full numbers list can be used for both the green and white die.

If You want shorter time or distance to walk, You can use two sheets, one full for the green die, and either a half or minimum list for the White die.

2. *Half list:*

The half list contains randomly generated numbers ranging from 1 to 3.

This is used to substitute the White medium die, and gives shorter time or distance to travel or perform a task.

3. *Minimum list:*

The minimum list contains randomly generated numbers ranging from 1 to 2.

This list is used as a substitute for the White minimum die, when one wants short distances to travel or short time to perform a task.

For further information on how to use the Random generated numbers list, see Section 6, alternative gaming methods.

M. Other equipment:

in this section you can add other items you wish to use, either in addition to the above mentioned, or as a substitute for them.

Pen/pencil and paper may be useful to keep track of who is a Dodo and who is not when playing playtime games or drinking games.

It is also useful when trying to remember the colour sequence in the Dodo colour egg race.

Special dices such as D30, D60 or D100 requires their own number lists. and if these are used, you must also have a corresponding direction or activity list for the dices.

Smart phone applications may be used to substitute he above mentioned. The use of these are mentioned in the Other sections.

You may also have the Cheat sheet in a PDF format on Your phone.

6. Extras:

In the Extras section you select if you want to enter bars and pubs to consume alcohol during the game, and if this is chosen, remember to check that all participants are above legal age to by drinks, minors must drink soda or milk.

You can also decide to use public transport or not. If you decide to use public transport, then remember to carry a valid travel pass or have cash for ticket, pay on app etc.

You should also agree upon what type of public transport to take, such as bus, subway, trams and so on.

Once the equipment has been agreed upon, then the gear can be handed out to the participants, so they each carry one or two items.

Just make sure You get it back when the game is over.

7. The Game Movements Record:

The next part will be to decide if You should use the Game movement records part. It is strictly not necessary, but some people like to keep track of their movements and keep a record for later referral.

This part contains the following elements:

a. Keeper of records.

b. Record type.

C. Start position/direction.

D. Game start time.

E. Game end time.

F. End position/direction.

G. Game Movement list.

a. *<u>Keeper of records:</u>*
   The group may assign a participant to function as "Keeper of records", and this person can either note the route taken by tracing it on a map or by noting each of the movements down on the movement list.

B. Record type:

The Keeper of records may use either a map, either physical or on a navigation application, or write a list to keep track of the movements.

1. *Map:*

The Keeper of records should have a detailed street map over the area.

This may be a tourist map or one may print out a map of the area around the start point or meeting point.

On the map the route is traced with a pen or pencil. Numbers may be noted on the map, to note special events or incidents, and the number and explanation written on a separate paper.

2. *Application:*

The Keeper of records may also use a navigation application on the phone, that tracks the movements of the group.

3. *Game movement List:*

The keeper of records may also use a movement list, where all the movements are written down.

The notes should be in short form, such as R2 for Right 2 minutes, and A3 for Ask stranger and follow 3 blocks.

C. Game Start position/Direction:

Here the start point is selected.

The street name and number are noted down, along with the cardinal or clock direction you are facing when starting the game.

1. *Street name and number:*

Here You write down the street name, For example:

DR. Luke Rhinehart boulevard.

2. *Cardinal or clock direction:*

Here You write down the clock or cardinal direction You are facing when starting the game.

For example: Facing East, with the Diceman monument at our back.

D. Game start time:

Here You write the time at the time the game started.

The time can be written as 24 hours, or AM/PM, depending upon Your preference.

The examples in this publication uses the 24-hour method, and is written with HH:MM.

For example: 21:43.

E. Game end time:

Here You write the time when the game ended.

For example, 23:59.

F. Game end position/Direction:

here the street name and number of the end position is noted, along with the cardinal direction you were facing when the game ended.

The reason for noting this, is that it may be a fun point to start the next game.

1. Street name and number:

Example:

Intersection of Diceman avenue and Rhinehart road.

2. Cardinal or clock direction:

Example: North, facing the Todd Akanesis school of Synchronicity.

G. Game movement List:

In the last part the game movements are noted and recorded, as directed by the dices.

Movements should be noted in short form such as R1 for right 1 minute, F6 for Forward 6 blocks etc.

In addition to the Game sheet, we also have the post-gaming report, which can be filled out after the game, if wanted, or if any special event took place, that You want to preserve for prosperity.

See Appendix 3, The SynchroNewCity 2 Go! Post-game report, or Part 7 for how to fill in the post-game report.

05. How to play:

With determination and dice, I am God!

From “The Dice Man” by Luke Rhinehart.

So, by now You should know all the different equipment that can be used, and how to use it, and You should know how to set up the game You want.

In this section we will take a look at how to play each of the different games.

Note that the examples given are just that, namely examples, and is not necessarily the only way to play the specific game.

General Gameplay Guidelines:

This is a group game, and as such, You should allow anyone that wants to join Your game to tag along.

When You play, there may be individuals that synchronistically are attracted to Your group and game, and remember, that person is there for a reason, and Your group has been brought to that person, at that time and place for a specific reason, only known to the Multiverse.

Although this is a group game, it is also an individual journey of self-exploration.

As You move along during the game, You may observe or experience something that have some synchronistic meaning for You.

If so, it is important to trust Your gut feeling and intuition, as this overrules the dice.

If You feel a sudden urge to go into a store or bar, explore some thing or are attracted to a person for no apparent reason, then explore it.

Trust Your gut!

This game is all about randomisation, and some of the dices gives You several options for direction wayfinding methods.

If You have all the necessary equipment, then it is recommended that You alternate between the different methods.

For example, if You get “Begin Spin”, You can use the Blind spin the first time it occurs, then the Bunch spin the second time it pops up, then Long or short” peg spin etc.

Remember that You may vary the game by using different equipment, activity cards and so on, depending upon how physical You want the game to be.

If You want a “Physical” game, where the participants are active, You use the options that activates the group, such as Blind spin, bunch spin, Playtime cards, Direction cards etc.

If Your group prefers gadgets instead of activity, You can use peg or fidget spinners, Direction dice and so on, that requires little physical effort.

Let all the participants have their turn with the dice, spinners, cards and so on, as this is an interactive game, where everybody participates, and this will also helps the randomisation of the game.

The Gaming options:

You have the following gaming options:

1. The basic exploration game.
2. The dicey drinking game.
3. Medium Blue exploration game.
4. Medium Red exploration game.
5. Advanced exploration game.

In the following pages we will look at the purpose of the different games, the necessary equipment, any optional equipment that can be used, and the game play, describing how the game is played.

1. The basic exploration game:

We start with the Basic exploration game.

Purpose:

The purpose with the Basic exploration game is to explore a city or area with the minimum of equipment and interruptions.

Here the exploration is the main focus of the game.

Equipment needed:

The only equipment You will need, is the Green die and the White die.

The green die has letters that have different functions, depending upon the game You play.

In this game the green die functions are as follows:

1 - W = Follow White rabbit.

2 - B = Back.

3 - L = Left.

4 - R = Right.

5 - F = Forward.

6 - A = Ask a stranger.

The White die is used for distance or time. Here You can select the full, or standard die, with a range of 1 to 6, the Half die, with a range of 1 to 3, and the minimum die, with a range of 1 to 2.

The full/standard die can be used when You want to explore large areas, and have good time to explore.

The Half die can be used when You want to explore a smaller area in detail, or have limited time to explore.

The minimum die can be used when You want to explore a smaller area in detail, or when You have a short time to play.

An alternative may be to use for example the standard die for movements, and the half or minimum die for following the white rabbit.

Optional equipment:

You may use the Popsicle stick for either public transport or for locating bars or pubs.

If alcohol is to be consumed on the walk, You may also use a Yellow die or coin to determine if You should take one more drink, or if You should enter a pub or not. The Black die may also be used.

The game sheet and the Cheat sheet may also be used.

Gameplay:

The gang has met up in the hotel bar, and after a few rounds have decided to go out for a basic exploration game.

They then agree to have no time limit, but to play as long as they think it is fun.

For their magic number, they ask Anne for her lucky number, and she said 7, so the groups Magic number is 7, and they then asked bob for his favourite colour, which he stated was Blue, so the groups magic colour became Blue.

The Group decided to use intersections for measure, And using a standard die, and to use odds or even for Yes or no, High or low for right or left.

They decide to use no other equipment, and agree to enter bars when they get thirsty, or if something interesting pops up.

They also agree not to keep any record of their game.

After having agreed upon the game play, and finished their drinks, the group go outside the hotel

The street outside the hotel goes to the right and to the left, so the group have to decide which direction will be forwards.

To decide, Charlie is given the white die and cast it, turning up a 5, and since the group agreed to use High or Low for Right or left, they start to walk down the street to the right.

When they come to the first intersection they stop and observe for the magic number and colour, but sees nothing of interest.

Donna is given the Green die to toss, and Eva tosses the White die.

The green die turns up A for Ask a stranger, and the White die turns up 3, for 3 intersections. They ask the first passer-by for a direction to walk in, and the person points them back in the direction they came, so they walk back, past the hotel until they come to the 3rd intersection.

Here they stop up to observe for the magic colour and number.

Across the street they observe a bar with the name Blue oyster bar, with happy hour from 7PM to 8PM, so the group decide to go inside and explore, since it matches the magic colour and number.

Inside they decide to take a drink to see if anything interesting happens, but nothing noteworthy takes place, so the group decide to leave, but before they leave, they get the bartender to toss the green and White die, after leaving a generous tip.

The barman’s casting of the dice turns up Left for 2 intersections.

The group then walks outside and takes up their position at the intersection, and then walk to the left for 2 intersections.

They stop again and observe for the magic colour and number, but sees nothing.

Fred is then given the green die to toss, and Ann throws the White die, and the dice turn up Forward 4 intersections.

The group starts to move but half way to the next intersection they observe a bar with the name Lucky 7, so they decide to let the die decide if they should enter the bar. Bob throws the White die, which turns up a 4, and since odd numbers are No and even numbers are Yes, they go inside.

They then let Charlie toss the White die to see if they should take a drink, but the die turned up a 1, which is an odd number, so it was a No, and since there was nothing of interest in the bar, they left it and continued to the intersection they initially were heading for.

At the intersection Donna tosses the green die, and Eva the White die, which turns up Follow White rabbit for 3 intersections.

The group observes a man in a suit with a white shirt walking fast past them, and they assign him the honour of being the White rabbit. They follow him from a safe distance first two intersections forward, and then one intersection to the right.

Here the group stops and lets the White rabbit disappear into the crowd. The group looks for the magic number and colour, They observe a man in blue jeans and a blue T-shirt, and they decide to ask the man if he can toss the dices.

The man agrees, and are curious to the game they play and asks to tag along, which the groups gladly allow.

The man tossed Back 5 intersections, so the group walks back for five intersections. Here they once again observe for the magic colour and number, but sees nothing of interest.

And so, the game goes on.

2. The dicey drinking game.

This is a modified version of the basic exploration game, where You now also explore the areas pubs and bars.

Purpose:

The purpose with the Dicey drinking game, is to explore the city, along with its pubs and bars.

The game will bring You to pubs and bars You never been to before, and who knows, Maybe You will find a new favourite place.

Equipment needed:

The Green and White die are mandatory.

In this game the Green die has some other functions assigned to the letters A and W.

The Letters B, L, R and F have the same functions.

The Number/letter and action are as follows:

1 - W = Waterhole or WC. Here You will find the nearest waterhole in the form of a pub or bar to take a drink, but You can only enter if the die or Coin allows You to.

To see if You should enter, You ask if You should enter the pub or bar, and then toss the Yellow die or coin, to see if it turns up Yes or No. If Yes You can enter, if No, You must continue the game.

The White die can be used to give Yes or no answers, by using odds or even or High or low numbers. If You enter, then toss the black die to get a drink to drink for everyone. The reason for this is to make sure that it takes approximately the same time for everyone to drink up. If some takes a shot, while others take a glass of wine or along drink, some may spend an eternity on their drink, while the others go thirsty.

Once everyone has drunk up, You ask if You should take another round, and toss the Yellow die or flip a coin, alternatively the White die, to see if You get Yes or no. If Yes, toss the black die again, If No, then leave.

Instead of a strict Yes or no version of the game, You may use the Popsicle stick instead. The popsicle stick is a piece of wood, plastic or similar with the numbers 1 to 6, and a rubber band is rolled up or down to mark the current number.

When the game starts, the rubber band is on 1, and when You arrive at a bar, You toss the White die, and see what number turns up. If 1, then You can enter, but if 2 or

higher You cannot enter, but must continue Your walk, and the rubber band is rolled up to the number 2.

The next time You are at a bar, then the White die is cast, and If 2 or lower, then You can enter, but if 3 or higher, You must continue your walk, and then moves the rubber band to 3.

This continues until You can enter a bar, then You have two alternatives, You can either use the Black die as mentioned above, or You can use the number that the rubber band stand on to select the drink, or You may use the number on the die that allowed You to enter to select Your drink.

Alternatively, You may roll the rubber band back to 1, and then toss the White die to get Your drink. Here one person tosses first, and if 1, then You can get a non-alcoholic drink, if 2 or higher, then move the rubber band to 2, and give the die to another person who cast the die. If 2 or lower, get a Beer, if 3 or higher, roll the rubber band to 3 and get another participant to cast the die, if 3 or lower, get a shot, if 4 or higher, then roll the rubber band to 4 and continue. Ok You get the point, You continue until You get a decision on what to drink.

On my Popsicle stick, I have the numbers on one side, and the corresponding letters for the drinks on the opposite side.

For a description of the numbers and drinks, see the description of the Black die below.

2 - B = Back, and here You must go back in the direction You came. The White die will give You the distance or time to walk.

3 – L = Left, and here You must go to the Left, and the White die will give You the distance or time to walk.

4 – R = Right, and her You take the first way to the right, and the White die will give You the distance or time to walk.

5 – F = Forward, and here You walk forwards, and the White die will give You the distance or time to walk.

6 – A = Alcohol! and here You enter the firs bar or pub You can find, and this time You just enter without tossing die or having to cast a coin.

Inside the pub, You can use the black die, use the popsicle stick and so on, as mentioned above on 1 – W = waterhole/WC.

Note: If there is no pub or bar nearby when You get W or A, then You must just continue Your walk until You find a pub or bar.

The White die is used to give distance or time to walk.

In this game You can also use the white die to determine how many rounds You should take at a pub or bar.

For distance or time, You have three alternatives:

Full/Standard:

Here the die is used as normal, giving you a range from 1 to 6.

This must be used when being used as a substitute for the Black die and the Yellow die (see below for description of number/function).

Half:

Here the range is reduced to 1 to 3, giving You shorter distances or time to walk.

Here You can use 1, 2 and 3, where 1 and 6 is 1, 2 and 5 is 2, and 3 and 4 is 3.

Alternatively, You may use 1 and 2 as 1, 3 and 4 as 2, and 5 and 6 as 3.

Minimum:

Here the total range is 1 to 2, giving You short distances or time to walk.

Odds or even can be used, where 1, 3 and 5 is 1, and 2, 4 and 6 is 2.

Alternatively use High or low, where 1, 2 and 3 is 1, and 4, 5 and 6 is 2.

Optional equipment:

The Black die, Yellow die and the popsicle stick are highly recommended. A Coin or Token can be used instead of the Yellow die.

The Drinking game activity cards can also be used.

The White die may also be used as a substitute for the Black and Yellow die.

The black die gives the group it’s drink alternatives.

The Black die number, letter and description of drinks are as follows:

1 – N = Non-alcoholic, and You must select a drink without alcohol.

2 – B = Beer, and here any type of beer can be selected.

3 - S = Shot, and here any type of shot can be selected.

4 - C = Combi, which is a Beer and a Shot, and here You get both a Beer and a Shot.

5 - D = Drink, and here any long drink can be selected.

6 – F = Free choice, and here the participants can select what they want to drink.

The Yellow die is the Yes or No die, and Is used to get Yes or no answers, such as should we enter the bar, Should we play a drinking game? should we take another round?

Number and letters are as follows:

1 – N = No.

2 – Y = Yepp.

3 – N = Hell No!

4 – Y = Fuck Yeah!

5 – N = Nope!

6 – Y = Yes.

As an alternative, a Coin or token can be used.

The Dicey drinking game should of course include the Drinking game activity cards.

If You have the cards, then You have two alternatives.

You may draw a card every time the A turns up on the Green die, since You will then enter a bar or pub, giving You the perfect excuse to play a game.

Alternatively, You can, after having had Your first round at the pub or bar, ask the die if You should play a drinking game.

You then ask the die if You should play a drinking game, and a participant cast the Yellow die, and If Yes, draw a card and play the game, and if No, ask the die if You should take another round.

The Drinking game may in the first alternative only be used when the A turns up on the die, limiting the numbers of drinking games, while on the second alternative, the drinking game may be used when the W or A turns up on the die.

The drinking game options are as follows:

1 – Toby's dicey drinking game, Beer or shot.

2 – The finger.

3 – Shotgun, single or double barrel.

4 – Double tap.

5 – Bottoms up.

6 – Duel, One on One or All or nothing.

For a description on how to play the games, see the appendix on Drinking game cards.

Gameplay:

Here six bars have been selected, and all the bars were placed different places in the city.

The die was cast and turned up a number, and the pub corresponding to the number was selected as the groups meeting point and start point.

The gang was informed on social media regarding the meeting point, date and time.

At the given date and time, the gang met up at the pub, and while consuming a drink, they agree upon the game equipment and rules.

The gang agreed to play the Dicey drinking game, and they agree to play with no time limit.

To get the gangs Magic number, Arnold and Bernie cast one white die each, turning up a 6 and a 3, so the groups Magic number became 9 (6 + 3). For the Magic number, they asked the cute waitress for her favourite colour, which she said was Red, to the gangs Magic colour became Red.

They also agreed to use House numbers, but only use half die, giving them a maximum ranger of 3. The also agreed to use a Decision coin for Yes or no, odds or even for left or right, High or low for up or down, and 1, 2 or 3 for down, stay on level or up.

In addition to the Green and White half die, the gang agreed to use the Black die for drinks, a Decision coin, the Drinking game activity cards and the popsicle stick.

After drinking up and giving the waitress a good tip, they went outside to start their game.

The first thing they had to do was to establish their marching direction. Outside the pub, You had only two alternatives, left or right, so Charlie cast the white die, and got a 2, which is an even number, meaning that they should go to the right.

The group then faced to the right, and Dave cast the green die, turning up Left, and Fred cast the White die, turning up a 3, so the group walked to the first street where they could turn left, and then walked for the length of 3 house numbers.

Here the group stopped up to look for the magic number and colour, but observed nothing of interest.

Arnold and Bernie then cast a die each, turning up Forward 2 house numbers, so the group walked the given distance, ending up outside an antique shop at number 9.

Since 9 was the gangs magic number, the gang walked inside the shop to see what happened.

Inside the shop, Fred found a ring that his daughter would love, so he purchased it, costing him 9 dollars.

The gang then walked outside again, and this time Charlie and Dave cast the dice, turning up Right 3, so the gang took the first street to the right, and walked it for 3 house numbers.

Here they stopped to observe for the magic number, but observed nothing of interest, so Fred and Arnold tossed the dice, turning up A for alcohol, and 1for the drinking game to play. The gang then had to walk to the nearest bar, which was two blocks down, and entered a bar. Here they tossed the White die to see if they should play the beer or shot game. Bernie cast the die, and it turned up 3, so Bernie tossed again, and got a 1, so they then played the Toby's dicey drinking game with beer, and the looser had to pay for the round.

Charlie then tossed the coin to see if they should take one more round, but the coin said No, so the gang paid and walked outside.

Dave and Fred then cast the dice, and got Back 1, so they walked back in the direction they had come for 1 house number.

Here they observed nothing of interest, and Arnold cast the die, turning up W, for Waterhole/WC, and the nearest bar was the one they just came from, so they walked back to it. Here the pulled out the Popsicle stick, and Bernie cast the white standard die, and it turned up a 4, meaning that they could not enter, and the rubber band on the popsicle stick was moved from 1 to 2. Charlie then cast the die, and turned up Right, and Charlie cast a 2, so the group took the first street to the right, and walked it for 2 house numbers.

Here they stopped up, and looked for the magic number and colour, and observed a bar across the street with the name “Ther Red Queen”, so they decided to check it out.

Inside the bar, Charlie flipped the coin to see if they should take a drink at this location, and got a Yes.

Dave then cast the Black die to select the drink the group would drink, and the black die turned up B for Beer, so the entire group got a lager.

Dave then flipped the coin to see if they should play a drinking game, but got a No.

After the beers had been drunk, then Fred cast the die to see if they should get another round, but got a No, so the gang went outside again

Arnold and Bernie then cast the die, getting Left 3, so the gang took the first street to the Left and then walked 3 house numbers. Here they stopped to observe for the magic number and colour, but found nothing of interest. Charlie then cast the die, turning up W, but they could observe no pubs nearby, so Dave cast the white die, turning up 3, so they walked for 3 house numbers, and finally observed a basement pub named Cheers, so the group pulled out the popsicle stick, and Fred cast the White standard die, turning up a 2, meaning that they could enter, so the gang entered the pub.

Inside the bar they observed a craps table where some people were playing, Behind the table, on the wall there was a sign with big red letters reading “He who live by the die, shall die by the die”, a profound message.

Arnold then cast the Black die, turning up a S for Shot, so the entire gang got a Jägermeister.

After the shot, Bernie flipped the coin to see if they should play a drinking game, and got a Yes, and Charlie got to draw a card from the Drinking game activity cards.

Charlie pulled out “The finger”, so the group each got a beer, and used the White standard die to play the game. After the game, Dave flipped the coin to see if they should take one more round, and got a Yes, so Fred cast the Black die, and got a D for drink, so the gang each got a Mojito.

Woody, the friendly bartender asked the gang what they were playing, and was explained that they were playing an exploration game, which the bartender said sounded like fun.

After the drink, Arnold flipped the coin to see if they should take another drink, but got a No, so the group paid their bill, and then just for fun, asked Woody, the bartender if he could cast the dice for them, which he gladly did, turning up F for Forward and a 3.

The group then went outside, and walked forwards for 3 house numbers. Here they stopped to look for the magic number and colour, and observed a man in a red soccer t-shirt with the number 9 on it.

Since the man had both the magic colour and number, the group decided to follow the person, and the man was followed around the corner to the left, and for three

blocks, where he finally entered a sports pub, and the group agreed to enter the pub and end their game here, since an exciting soccer game was just starting on the big screen in the pub.

3. Medium Blue exploration game:

This is the basic exploration game, with an added die for alternative direction wayfinding methods.

Purpose:

This is just an exploration game, used to explore a city, and here the Green die and White die are used, with an additional Blue die that will give You alternative ways to find directions to go in.

Equipment needed:

This game requires You to use the Green die, the White die and the Blue die.

In this game the Green die will have a slightly different function, to allow for the use of the blue die.

The functions of the Green die are as follows:

1 – W = Where now? and this will direct You over to the Blue die. The Blue die is then cast, and the given action performed, and the white die will give You distance or time to walk or perform action.

For the Blue die functions, see below.

2 - B = Back, and here You will walk back the same way You came, and the White die will give You time or distance to walk.

3 - L = Left, and here You take the first way to the Left, and the White die will give You the time or distance to walk.

4 - R = Right, and here You take the first road to the right, and the White die will give You the distance or time to walk.

5 - F = Forward, and here You will continue forward, in the direction You were heading, and the White die will give You time or distance to walk.

6 - A = Ask a stranger, and here You find a stranger to ask for a direction to walk in, and the white die will give You the time or distance to walk.

The stranger can be someone with the magic colour or magic number, and this person may also be asked to cast the White die.

The White die is used for distance or time. Here You can select the full, or standard die, with a range of 1 to 6, the Half die, with a range of 1 to 3, and the minimum die, with a range of 1 to 2.

The full/standard die can be used when You want to explore large areas, and have good time to explore.

The Half die can be used when You want to explore a smaller area in detail, or have limited time to explore.

The minimum die can be used when You want to explore a smaller area in detail, or when You have a short time to play.

An alternative may be to use for example the standard die for decisions, and the half or minimum die for movements.

The “Where now?” Blue die’s functions:

1 – D = Dice/Draw, and here You have two main options, depending upon what equipment You have.

If You have the Direction activity cards, then You can draw a card and perform the task chosen to get Your direction.

If You have the Direction dice, You can randomly pick one, and cast it, and the White die will then give You the distance or time to walk in the given direction.

The Direction die will be either a D8 or a D12.

The D8 is used for compass directions, with the following functions:

1 – North.

2 – North east.

3 – East.

4 – South east.

5 – South.

6 – South West.

7 – West.

8 – North west.

A compass may be used to get correct compass heading, or You may simply use Forwards as North, and then find the direction to walk.

The D12 die is used for a clock spin.

Here the die is cast, and You see what number turns up, for example 7.

You then count all the possible exits, for example 4, and You then start by pointing forwards, as this is the 12'o clock position, and then go around counting the exits until You arrive at the number given, in this example 7

In this example You will go one full round and end up at exit 3. You then toss the white die to get distance or time to walk in that direction.

If You have all the dices and cards, You can alternate what You use.

For example, alternate between the different dices, and alternate between tossing the die and drawing a card.

If You have no Direction cards or Direction dice, You may use the White die.

You can Use the White die along with the Cheat sheet to get the direction card, or You can toss the White die twice to use it as a D12 die.

2 – W = Wait, and here You just wait at Your current position to see if something interesting happens, toss the White die to see for how many minutes You should wait.

3 – S = Sign, and here You look for a sign that will give You the direction to take. The sign may be in the form of symbols, such as arrows or hands pointing in a given direction, it may be in the form of letters stating "Enter", "This way to the egress".

These signs may be on anything, such as buildings, cars, people and so on.

The White die will give You the time or distance to walk in the given direction.

4 – R = Rabit, and here You assign a stranger to be the White rabbit, and follow the White rabbit, without the rabbit noticing You. The white die will give You the distance or time to follow the white rabbit.

5 – B = Blind spin, and here You can either have a single individual or a bunch spin.

The single blind spin is performed by selecting one participant, normally the one that cast the die, and the person must then close his or her eyes, and is then spun around several times, and then instructed to point, before opening his or her eyes.

The gang then heads off in the direction pointed out, or as close to it as possible, and the White die will then be cast to get the time or distance to walk.

For the Bunch spin, all the participants should stand at a safe distance from each other, with one arm pointing up towards the sky, and they may or may not close their eyes and spin around. The person who cast the die then says “point”, and everybody lowers their arm and points in their preferred direction, and then opens their eyes.

The group will head off in the direction that most of the people were pointing at. The White die will then be cast to get time or distance to walk.

If two directions get the same number of hands, use the white die and odds and even, or high or low to select the direction.

If You have a fidget spinner, it may be used instead of a blind spin.

You may alternate between the single blind spin and the bunch blind spin.

6 – A = Ask a stranger or Activity card, and here You find a stranger to ask for directions, and the White die is used to get time or distance to walk.

The stranger may be wearing something related to the magic colour or magic number, and the stranger may also be asked to cast the White die to get the time or distance to walk

You may select to use the A for Activity card instead of asking a stranger.

This can be done when You have both the Direction dice and the Direction activity cards, where You then can use the D for dice, and the A for the Direction Activity cards.

It can also be used when You are using the drinking game cards if You are playing with alcohol stops, and You then find a pub or bar, draw a drinking game card and play.

Optional equipment:

The D8 and D12 die are highly recommended, in addition to the Direction activity cards, as these will assist in giving alternative ways to get directions.

A compass might be needed when using the D8 die.

Any type of spinner might be used for the Blind spin.

The Popsicle stick may be used for selecting public transports or pubs/bars.

If alcohol is to be consumed during the game, then the drinking game cards, Black die, the Yellow die or a coin may also be used.

Gameplay:

In this example, Anastasia has decided that she wants to arrange a Dice walk with the students at her school.

She first picked out six locations in the city that were perfect meeting points, and then numbered them from 1 to 6 and tossed a die to select one of them.

After having found the meeting point, she then selected six possible start points near the meeting point, and wrote these down on six pieces of paper and placed them in six different envelopes numbered 1 to 6. These would be used later.

She then made a note announcing a dice walk on a given date and time, at the selected meeting point, and this note were hung at a public notice board at her school.

Before leaving for the meeting point, she made sure she had the necessary equipment and the envelopes with the start points.

At the meeting point she was happy to see that several people from her school had actually met up.

She then explained that they were to play the Medium Blue exploration game, and explained the rules and functions of the dice and other equipment.

After being informed of the alternatives, the gang selected to use a time limit of 2 hours, and Anastasia was selected to be the Master time keeper, so she sat her phone alarm for 22:00.

Boris then cast the D10 die to get the groups magic number, turning up a 3, and Catharina threw the D16 die to get the groups magic colour, getting the colour Pink.

They also decided to Use intersections for measure, and use the Half die (1 to 3), to limit the time used on walking.

They agreed to use a coin for Yes or no, the standard die with high or low for up or down, and the 1, 2 and 3 die for Down, stay on level or up.

The dices selected were the Green die, the White standard and Half die, the Blue die, the D10 and D16 (already used), and the D8 and D12 direction dices.

They also selected to use the Direction activity cards, a peg spinner, and the Popsicle stick for use on public transport, where buses were selected as the transportation means.

They also agreed not to use a “Keeper of records”, but Anastasia wanted to keep track or their movements, and turned on her navigation application on her phone to register their movements on a map.

Once the equipment was distributed to all the participants, then Anastasia got Dario to draw one of the envelopes with the Start point, and he picked #5, and the envelope was opened and the start point revealed.

The group then moved to the Start point, which was only a block away.

Fiona then cast the green die, and got Forward, and Georgio cast the White die, getting a 3, so they moved forward three intersections. Here they stopped up, looking for the magic number and colour, but found nothing of interest, so Hermine cast the white die, and Anastasia cast the white die, resulting in Left for 2 intersections, so they walked in that direction.

Before reaching their destination, they walked past a bus stop, and they pulled out the Popsicle stick, with the rubber band on 1, and Boris cast the white die, getting a 3, so that meant that they could not enter the bus, and the rubber band was moved up to 2 on the Popsicle stick, and they continued to their next stop.

At the intersection they observed for the magic elements, but observed nothing of interest, so Catharina cast the Green die and got W for Where now Blue die. Dario then cast the blue die, and got D for Dice or Draw, and Anastasia then took the D8 and D12 dices in her hands and then shuffled the dices in her hands behind her back, and then asked Fiona to select right or left hand. She selected the Right hand, and was given the D12 die, and she cast the die, getting 11.

They then numbered all the possible ways to go, which was 4, and Fiona who cast the die then performed a clock spin, ending up on Way 3, so Herminie cast the white die and got a 2, so they walked in that direction for 2 intersections.

As they arrived at the intersection, they observed a bus stop, and the Popsicle stick, with the rubber band on 2, was pulled out and Anastasia cast the die to observe if they should take the bus, getting a 1, which ment Yes.

So, the gang took up their position at the bus stop, waiting patiently, and after 5 minutes of intense waiting, the bus finally arrived.

Everybody got on the bus, and Boris cast the White die to get the number of stops to take, getting a 3.

The group then took the bus for 3 stops and got off at the bus stop.

Here they immediately checked for the magic number and colour, and discovered an ice cream bar named “The Pink Flamingo”, which had an illustration of an ice cream cone with three different coloured balls of ice cream stacked on top of each other.

Since the place matched both the magic colour and number, the group decided to go inside and get some ice cream.

It turned out that the owner of the shop was a childhood friend of Anastasia, who had not seen each other for many years, so they exchanged contact information and agreed to meet later.

The group then got free ice cream and then got the owner to cast the Green and White die, and got an A for Ask a stranger, and a 2 on the White half die.

The group then thanked for the ice cream and walked outside the shop.

Here they looked for a stranger, and observed a Young girl in a pink top coming towards them, so they asked the girl which direction they should take, and the girl pointed in the direction that she came from, and the girl was then asked to cast the White half die, getting a 3. The group then thanked the girl and walked in that direction for 3 intersections. At the intersection they observed nothing of interest, so Catharina cast the Green die, and got W for Where now? Blue die, So Dario cast the Blue die, getting a B for Blind spin or Bunch spin. They decided to go for a blind spin, so Dario closed his eyes and was then spun around several times before stopping and randomly pointing at a direction before opening his eyes.

Dario pointed between two ways, so he cast the White standard die, getting a 4, which is an even number, so they had to take the Right street. Fiona then cast the White half die, getting a 1, so they walked the way to the right for 1 intersection. Here they observed nothing of interest, so Georgio cast the Green die, and once again the W turned up, so Hermine cast the Blue die, getting A for Ask a stranger or Activity card, and since they had the Activity cards, she drew one and got “One to make You tall” so the group looked for a stranger that was taller than Hermine, who they then asked for what direction to take. The stranger pointed to a Road to the left, and they got the stranger to cast the White die, turning up a 2, so they thanked the stranger, and as they were about to start walking, the stranger asked if He could tag along, since the game sounded like fun, so he was allowed to join the group, and they then walked off, and so the game continued until Anastasia’s alarm went off, and she announced that the game now was over.

4. Medium Red exploration game:

The Medium Red exploration game is the Basic exploration game with some added activities and games to play, adding some entertainment value to the game.

Purpose:

The purpose with the Medium Red exploration game is to let You and Your friends explore a city or area, with some added children's games and activities for some added fun, allowing You to get in touch with the child in You.

Equipment needed:

In this game You will need the Green die for directions, the White die for time or distance, and the red die for Activities to perform.

Here the A on the Green die stands for Activity die, which is the Red die.

The W on the Green ide can be used either as White Rabbit or Waterhole.

The Playtime Activity cards along with some sort of timer are also highly

recommended.

The White die may be a standard die, half die or minimum die, or You may choose to use a combination of these, for example Half for distances to walk, and minimum for time to perform playtime activities and so on.

The red die's functions:

1 - = Toss direction die or Take Direction Activity card, depending upon Your equipment.

a. Toss Direction Die:

If You have special Direction dice, they may be used instead of the Green D6 Die.

As a designated direction die you can use a D8 with compass directions, or a D12 for clock directions. Or toss the white dice Twice.

If using the D8, toss the die, and get a direction, for example South West, use a compass to get the correct heading, and then toss the White die for time or distance.

Alternatively, use the D12 or the White die twice for a clock spin, where You toss the die to get a “Time”, for example 3, Then reach out Your arm, pointing forward, the way You were walking, and this is 1, then rotate clock wise, while counting the roads, and stop when You come to the 3rd road. Then toss the White die for Distance or time, and head off on the selected road.

B. Take card:

As mentioned, it may also be “Take Card”, and here You may take a direction card, or toss the White die and use the cheat sheet.

Follow the instruction from the card.

If You have both direction dice and Direction cards, you may alternate between the activities, firs throw die, and the next time take a card, and so on.

2 – F = Follow the Leader.

Here the entire group selects a stranger who just walks past, appearing to have a purpose or know where they are going, wearing an item with the magic colour or number. and they follow that person in a single file at a safe distance, mirroring the leaders’ movements. The "leader" should not know that he or she is being followed.

If no one is around, the one who tossed the die can be assigned the role as leader.

Toss the White die to get time or distance to follow.

3 – C = Compliment.

Here the group finds a person that stands out, preferably a stranger that has an item with the magic colour or number on it, and everyone walks past in a single line, giving that person a nice compliment, such as nice hair, beautiful eyes, nice dress etc.

When done, toss the Green die for new directions.

4 – M = Manifestation.

One person selects an item, object, person etc, and The group must look for that thing, trying to manifest it, for a given time period determined by the white die.

This should be the first thing that comes to mind, and this can be anything, such as a butterfly, a Sumo wrestler, a famous person and so on.

5 – P = Play Time.

Here one person selects a child's game, by picking a playtime card, which the entire groups then play. The white die is used to give duration of the playtime.

If You do not have the cards, then toss the White die and find the corresponding number under the heading "Play time" on the Cheat sheet.

Then use the White die again to determine time to play.

6 – D = Drink/Dine or Draw a card.

Dependent upon equipment.

b. Drink or Dine: If drink is used, then the group Finds a bar or restaurant, to get a bite or something to drink. There is then an opportunity to use either the black die, for your drink selection, or to the Drinking game cards, where one is picked, and the gamed played.

If You do not have the Drinking game cards, you may toss the White die, and find the corresponding drinking game on the Cheat sheet under the heading "Drinking Games".

B. Draw a card:

If not a drinking game, and You have activity cards, then one playtime card may be drawn and the activity performed.

Optional equipment:

The popsicle stick may be used for selecting public transport or pubs or bars.

If alcohol will be consumed, then the Black die, Drinking game cards, the Yellow die or a coin may also be used.

Gameplay:

Arnold and his trusty gang of “Dicepeople” meet on the first Friday of every month at the “Snake eyes bar” in old town for a beer and a game.

Arnold always brings his bag of dices and other equipment, so they can play any game they want.

They have a standard routine that the follow, which includes first getting a pint, then they write down on a napkin a random list of the games to play, and once a game has been selected, they then pick the Magic colour and number, and then agree upon the equipment to use, and they then make another list with six possible start points and use the die to select it before they go out and play.

The Game selection list might look something like this:

1 = Medium Blue.

2 = Basic exploration.

3= Advanced.

4 = Dicey drinking game.

5= Medium Red.

6 = Another round.

Here the last alternative is “Another round”, which means that they take one more round, and then cast the die again to see what game to play.

This last alternative can be anything, and they change it randomly, so sometimes it is “another round”, or “Bar night” which means that they do not play any game, but drink instead, and “Cast again”.

After getting their drinks and a table, the gang sists down and starts their planning.

Arnold has created the list, and Bruce then cast the White standard die to get what game to play, and gets a 5, for medium red exploration game.

They then agreed to not use any time limit, but play until they get bored, or found an acceptable excuse to end the game.

To get their magic colour and magic number, Arnold uses an application on his Smart phone.

He has created two different fortune wheels, one with the magic colours, and one with the magic numbers from 0 to 9.

Chuck gets to spin the Magic colour wheel by pushing the button on Arnold's phone, getting the colour Black.

Dolph then pushed the button to spin the Magic number wheel, getting the number 7.

They then agreed upon what equipment to use, and agreed to use time for distance, and Chuck was assigned the role as Activity time keeper, since he already had the Multiple timer application on his smart phone.

They agreed to use the White half die for distance, and the minimum die for games and activities. The White standard die would be used for other decision making, such as low or high for up or down, odds or even for left or right.

For Yes or No, they decided to use the Yellow die.

They selected the Green die for direction, all three White dice, the Red die for activities, the Yellow die and the black die for drinks.

Since they were out to drink while gaming, they also selected the Dicey drinking game dice, the 0, 1 and 2 die.

Since they would play the Medium Red game, they also selected the Playtime cards, and also the Drinking game cards.

They also choose to use the Popsicle stick for selection of Bars and pubs.

Arnold wanted to be the Game record keeper, and got a tourist map from the bar, so he could mark their progress on the map with a pen.

Arnold them made a list of 6 possible start points, and numbered them from 1 to 6, and Sylvester cast the White standard die, and got a 3, which was their start point.

Having agreed upon the gameplay, the gang then drank up their beer, and went outside.

Outside they had to walk for two blocks to get to their start point, and here they looked for the magic elements, but observed nothing of interest, so Arnold cast the Green die, and got Left, and Bruce cast the White half die, getting a 2, Chuck then started the two minutes countdown on his timer, and the gang started walking.

When the timer beeped, Chuck proclaimed "Stop!", and the whole gang stopped up and looked for the magic number and colour, but observed nothing of interest.

Chuck then cast the Green die, getting an A, and Dolph then cast the Red die, getting F for Follow the leader. Sylvester then cast the White minimum die for the time to follow the leader, and got a 2, for 2 minutes.

Chuck got his timer ready while they were looking for a stranger appearing to be knowing where they were going, and after a short time they observed a man in a black shirt walking down the street, so they decided to follow him, and chuck started the timer, and they followed the stranger from a safe distance, mimicking the stranger's movements.

When the timer beeped, chuck called out “Stop”, and the entire gang stopped. They immediately started to look for the magic number and colour, and observed, to their great pleasure a bar which had a vacant table, where the chairs were black, and “the Clash with The magnificent seven” were playing on the loudspeakers, so the gang sat down, and Arnold cast the Black die to get a drink to order, and got a C for combi, so they ordered a lager and a Jägermeister shot for everyone. After they had finished their drinks, then Bruce cast the Yellow die to see if they should take another drink, but got a N for No, so they paid and left the bar. Chuck then cast the green die, and got Right, and Dolph cast the White half die, getting a 1, for 1 minute.

Since they were at the middle of a block, they first had to walk a little distance before they could turn right.

Once they turned right, then Chuck started the timer and they walked in that direction for 1 minute, before Chuck once again said “Stop!”.

They once again observed for the magic number and colour, but found nothing that caught their eyes, so Sylvester cast the Green die, and got an A, for the Red activity die, so Arnold cast the Red die, getting P for Playtime, so he drew a playtime card, getting White rabbit (Aka Frozen tags).

Bruce then cast the White minimum die, and got a 2, Since Arnold drew the card selecting the game, he became the White rabbit, and had to chase the others, tagging them and saying “Freeze”, and the person tagged had to stand still until he or she was freed by another participant that tagged them , saying “Free”, or until the game was over, either due to all participants having been tagged by the White rabbit, or time run out.

Chuck started the timer and they played the game for 2 minutes, until the time ran out, and Chuck said stop.

Immediately after the game had stopped, then Sylvester called for a “Beer break”, since he observed a bar nearby, so they pulled out the Popsicle stick, with the rubber band on 1, and Chuck cast the White standard die, and got a 5, so they could not enter, and the rubber band was then moved up to 2.

Dolph then cast the Green die, getting Forward, and Sylvester cast the White half die, getting a 3, so Chuck started the timer and they started walking forwards for three minutes, and along the way they observed another pub, so they pulled out the popsicle stick again, and Arnold cast the White standard die, getting a 6, so they still could not enter, and the rubber band was moved up to 3, and they continued walking.

After three minutes, the timer beeped, and Chuck told the others to stop. Here they looked for the magic number and colour, but found nothing of interest.

Bruce then cast the Green die, getting Back, and Chuck then cast the White half die, getting a 2, so Chuck started the timer and they started walking back the same way they had come.

On their way back, they once again passed the pub, so they took out the popsicle stick, now with the rubber band on 3, and Chuck cast the White standard die, getting a 3, so Chuck paused the timer, and they entered the bar.

Inside they discovered that happy hour just had started, and Dolph then cast the Black die, to get what to drink, and the die turned up F for Free choice, so they each selected what they wanted to drink.

After they had finished their drinks, then Sylvester cast the Yellow die to see if they should take another drink, and Sylvester got Y for Yes, and was very happy.

Arnold then cast the Black die to get their drinks, and the die turned up N for Non-Alcoholic, and Sylvester was not so happy anymore.

They all got a soda, and after their drink, Bruce cast the Yellow die to see if they should take another drink, but got a N for No, so the gang went to the toilet before going outside.

Outside the timer was started again, and they headed off In the direction they had originally been walking.

They walked until the timer beeped, and then stopped, and once again looked for the magic colour and number, but found nothing of interest.

Chuck then cast the Green die, getting Left, and Dolph then cast the White half die, getting a 1 for 1 minute.

They had to walk half a block before they could turn left, and when they turned left, then Chuck started the timer. After having walked just a block, they got a small problem, as the street they had been walking on, split into two streets, so chuck paused the timer, and Sylvester had to cast the White standard die, to get odds or even, with odds being left, and even being Right. The white standard die turned up 6, meaning Right, so the timer was started again, and they walked the street to the right until the timer beeped.

Chuck once again said stop, and they looked for anything related to the magic colour or number, but the only thing was a black cat crossing the street,

Arnold had the fun idea to cast the Yellow die to see if they should follow the black cat, but the die turned up N for No.

Bruce then cast the Green die, getting an A for the Red die, and Chuck then cast the Red die, getting a C for Compliment.

They then looked around for a stranger to compliment, and observed a man with a soccer shirt with the number 7 on it, so the gang walked in a single file past the man, giving him a compliment, such as Pretty smile, beautiful eyes, nice shirt and so on, and the stranger appeared surprised but happy.

The gang continued the game until the bars closed, and they all went home.

Arnold had tracked their movements on the map the whole time, which was fortunate, since Sylvester had forgotten his jacket at the last bar, but did not remember where he had been, so Arnold helped Sylvester locate the bar and get his jacket back.

5. Advanced exploration game:

This is the ultimate exploration game, combining all the dices and activity cards, for a fully interactive and fun exploration game.

Purpose:

The purpose with this game will be to combine all the activities and ways to find directions from the Basic, Medium Red and Medium Blue exploration games, allowing You to truly explore a city and area in a truly random and synchronistic way, while at the same time having fun activities to perform along the way, allowing the child in You to roam freely.

Equipment needed:

In this game You will need the Green die for directions, the White die for distance or time, the Blue die for added direction wayfinding methods, and the Red die for activities to perform.

The W on the Green die will direct You to the Blue die, and the A on the Green die will direct You to the Red die.

In addition, You will need the Direction activity cards and the Playtime activity cards. Direction dices, spinner, coin or Yellow die and a timer will also be needed.

Optional equipment:

The Popsicle stick can be used for selecting public transport or pubs or bars.

If alcohol will be consumed, then the Black die, Drinking game cards and the Yellow die or coin will be needed.

Gameplay:

Amelia was having some of her friends over for a sleepover, and Amelia’s mom suggested that they do a dice walk for fun.

Amelia thought this sounded like a good idea, So they purchased some large blank dices and a deck of blank cards, and created the game dices by marking the blank

dices with coloured stickers with letters, and her mom helped her create some new activity and playtime cards, since Amelia wanted some different activities with a fairytale theme, and they had everything ready before the weekend.

Once the girls all had arrived at Amelia's home, then Amelia's mother drove them all to the local burger joint, where they ate dinner, while Amelia and her mom explained to the girls what they would do after dinner. Amelia and her mom had already decided upon the gameplay and rules, so they would know what equipment to bring.

They had agreed to play the Advanced exploration game for approximately two hours, depending upon how it went.

Beatrix was then asked for her favourite colour, which was green, and Celine was asked for her favourite number, which was 3, so the magic colour became Green, and the magic number became 3.

Amelia and her mom had decided to use intersections for distance, and use the 1, 2 and 3 die for distance measure, and the standard White die for deciding up or down, right or left and so on.

For Yes or no, they would use the Yellow die.

They choose to use the Green die for direction, the White medium die for distance/time, the Blue die for alternative directions, The red die for activities, in addition to the Yellow die for Yes or No.

They would also use Amelia's playtime and direction activity cards, and also the D8 and D12 direction dice.

Amelia also decided to use the Popsicle stick for getting ice cream, where they would stop outside any place selling ice cream, and then toss the Yellow die to see if Amelia's mom had to buy them all an ice cream. The number where the rubber band was, indicated how many ice creams her mother had to buy each girl.

Their start position would be the street outside the burger joint, facing East.

So, after having eaten their food, and been to the toilet, they all went outside.

On the sidewalk, Diana got the honour of casting the Green die, and she got Left, and Amelia the cast the White medium die, and got a 3, but since they were not at an intersection, they had to first walk to the first intersection, and then took the street to the left, and followed it for 3 intersections.

Here they stopped to look for the magic number and colour, but found nothing of interest, so Beatrix cast the green die, getting an A, so Celine got to throw the Red die, getting a D for draw card, and she then drew one of Amelia's Fairytale cards, and got "Follow the prince!", Which meant that they had to follow a cute boy, and Diana cast the White die, to get the number of blocks to follow the prince. Since there were no cute boys on the street at that moment, they had to wait for a few minutes until a reasonably cute boy in a green t-shirt came out from one of the shops, so the gang followed him at a safe distance for three intersections, and then let him go. At the intersection they once again looked for the magic colour and number but found

nothing of interest, But Amelia discovered a shop selling ice cream, so she pulled out the popsicle stick, where the rubber band was on one, and asked her mother to cast the Yellow die, getting a N for No, and Amelia grunted disappointedly, moving the rubber band to 2.

Amelia then cast the Green die, getting an R for Right, and Beatrix cast the White die, getting a 2, so the gang took the street to the Right for 2 blocks. Here they stopped, and discovered a large sign with green letters stating “Sale, take 3, pay for 2!”, so they entered the shop to see what they could find, and after a small eternity, they finally came out of the shop with a few items each.

Before casting the die, they discovered that there were five streets at the intersection, so each street got a number, and Celine cast the White standard die, getting a 6, so she had to toss again, getting a 4. Diana then cast the White medium die, getting a 1, so they walked the 4th street for 1 intersection.

Here they looked for the magic colour and number, and they discovered another kiosk selling ice cream, so Amelia pulled out the popsicle stick, and her mother had to throw the Yellow die, this time getting a Y for Yes, so all the girls cheered, And the popsicle stick’s rubber band was rolled back to 1 while her mother got each of the girls 2 ice creams each.

Since the girls had their hands full, they had to wait with the game until all the girls had finished their ice creams.

Amelia then cast the Green die, getting W for Where now?, and Beatrix then cast the blue die, getting a B for Begin Spin, and Amelia’s mother said “Bunch spin”, so all the girls then had to stand an armlength apart, raise one hand and close their eyes, Amelia’s mother then said start, and the girls spun around a few rounds, before Amelia’s mom said “Point!”, and the girls suddenly stopped and pointed their arm in a random direction.

Two of the girls were pointing in one direction, and the two others in another direction, so Amelia’s mother became the judge, assigning low numbers (1 to 3) to one street, and high numbers (4 to 6) to the other street, and after casting the White standard die, the die showed a 4, so they got Celine to cast the White medium die, getting a 2, and they walked the selected street for 2 intersections.

Before arriving at the intersection, they walked past an ice cream stand, and the popsicle stick and Yellow die was pulled out, and Amelia’s mom cast the Yellow die, getting a Y for Yes, so she had to buy the girls an ice cream each, and she also got one for herself, and they ate their ice cream while walking to the intersection.

Diana then cast the Green die, getting an A for Activity, and Amelia then cast the Red die, getting a P for Playtime, so she had to draw one of her Fairytale Playtime cards, getting Frog tags, meaning that they had to play tags, but had to do it while jumping around like frogs, and since Amelia pulled the card, she has to start, and Beatrix cast the White medium die, and got a 2 for 2 minutes, so they played the game for two minutes, with Amelia’s mom as timekeeper.

And so, the game went on until the girls got tired, and they then went home for a movie and some snacks.

Note that the point with this Gameplay example was to show You that You can adapt the game to Your own preferences.

You can make up Your own dice, activity cards and rules.

The important thing is to have fun with Your friends.

6. Alternative gaming methods.

In this section we will look at alternative methods to play the game, with or without dices.

These methods include:

A. *Digital world.*
B. *Pre-planned map route.*
C. *The list method.*
D. *Large special die with list.*
E. *Random generated numbers list and cheat sheet.*

A. Digital world:

In quarantine, cannot afford to go abroad?

Have no fear, Google earth is here.

Yes, believe it or not, you can go exploring in any city you would like, from the comfort of your own couch.

Just connect your computer to your wide screen tv, and use Google earth or similar services where you can move around a city map in street view.

You may select six different cities on six different continents or countries, numbering them from 1 to 6, and then toss the D6 die to let the die pick a city.

Just decide on a city somewhere in the world, and a starting point, and then start to toss dices, and then move around in street view using Google earth.

If you stock up on assorted drinks and food, you may invite friends over, and play the standard exploration game, the drinking game etc.

When you get the A for alcohol, or W for WC/Waterhole, you can all take a shot, or use the Black drink die to select what to drink.

The benefit with this method is that you can continue exploring while enjoying your drinks and snacks.

It does not matter if it is raining or snowing, hot or cold, since you are in the comfort of your own home.

With this method you might even explore so called "unsafe" areas of the world, as you do not risk being robbed, assaulted etc.

This method will also allow anyone that is in a wheelchair, or have trouble walking or moving around, to explore the world.

B. pre-planned map route:

If you do not want to be bothered with dices, cheat sheets, activity cards etc, you can create a random route on a map, prior to going out.

Get a city map, and then toss the dices and mark the route given by the dices on the map before You go out to explore.

You can use both the Green die and the White die, or just a White die with the Cheat sheet.

This game is a simple method if You just want to explore, and You can also use the popsicle stick to find bars to visit while walking along the route.

Here only left and right, forward and bac, on the Green die is used, if you get A or W on the green die, toss again, or mark the activity on the map with the activity to perform.

The white die is used for distance, and gives the number of blocks or intersections to walk.

Depending upon area, select between: Full Distance - 1 to 6, or Half Distance - 1 to 3, or Minimum distance - 1 to 2.

This works great if you are just planning to explore an area, without being bothered with activities.

You may also make a list of activities from the red die and mark them with numbers along the route, and these activities are then performed when You arrive at these points.

As mentioned, you may also use the popsicle stick method for bars to explore as You Walk along, or flip a coin if You should enter a bar or not.

Once you are done creating the route on the map, then go out and follow your pre-planned route.

C. The list method:

No city map?

Do not worry, instead of a route on a map, you can write down the directions on a sheet of paper, using the green die, but use only right and left, forwards and backward, along with the white die for time or distance.

Decide on Full, Half or Minimum number to be used for time/distance.

For example: Right 1, Left 3, forward1, or just use the First letter and number, such as: F5, L3, l2, B6, etc.

Generate as long a list as you deem necessary.

You then bring the list with You outside, and then follow the list to randomly walk around.

Note: Have aplan for what to do if You are not able to go in the direction given by the list.

With the Map or List methods you can also use the Popsicle stick, if you want to make it into a drinking game.

You will then need a 6-sided die, or an application on your phone, a random generated number sheet, and a popsicle stick with a rubber band.

The Popsicle stick is any type of stick, numbered 1 to 6, with a rubber band that can be moved along the numbers.

Start with the rubber band on 1.

Now walk along the pre-planned route until you come to the first bar or pub.

Then toss a die, if you get 1 then you can enter the pub, if you get 2 or more, continue walking, but move the rubber bant to 2.

walk until you arrive at the second pub on the pre-planned route, and pull out the popsicle stick.

Now toss a die, if it lands on 1 or 2, you can enter the pub, if it lands on 3 or more, then move the rubber bant to 3 and continue walking.

The rubber band is moved upwards for each time you throw the die, increasing the likelihood of entering a pub.

If You get the number that the rubber band is on, or a lower number, then You can enter the bar or pub.

After You have entered a pub or bar, the rubber band is reset to 1.

When the rubber band is on 6, you can enter the next pub without rolling the die, and once you are done there, move the rubber band back to 1, and repeat.

D. Large special die with list:

It is also possible to use one or two large dice, such as d30, D60 or D100.

You may create one or more lists, with the list having the same numbers as the large die.

The list contains the die number and a direction or action to be performed, with a number used for time or distance.

Example:

1. Right 1.
2. Blind spin 4.
3. Forward 6.
4. Draw card.
5. Toss activity die.

You may create one list for movements, such as right, left, forward, back etc, and one list for activities, such as Play game, give compliment, follow leader, Ask a stranger etc.

See appendix 7, 8 and 9 for sample lists.

E. Random generated numbers and cheat sheet:

An alternative way to play the SynchroNewCity 2 go game is to use pre-generated random number sheets along with the cheat sheet.

All Actions list:

Here you can generate an AA list, a so called “All Actions list”, where a single sheet has all the simulated dice throws, where the first number indicates action, and the second number indicates time or blocks to move.

The All-Action list should contain a series of numbers, where the number range is between 1 and 6, as on a regular die.

Action list and Block/Time list:

One can also create two lists A and B list, or Action and Blocks/time list.

Here the first list is generated with numbers 1 to 6, and is only used for action dices.

The Blocks/time list is used to indicate the number of blocks to move or minutes to walk or perform a task, and this list may be either full time, half-time or minimum time.

For full time the number range should be 1 to 6.

For half time, the numbers should be 1 to 3, and for minimum time, the number range should be 1 to 2.

The AA list or A and B lists are used together with the Cheat sheet.

The Cheat sheet describes the different dices and their function/action.

The number on the pre-generated All action list or Action list is checked with the intended function on the Cheat sheet, for example the first number is checked with the green die, to indicate movement, and then the second number is used to indicate the number of blocks or time to walk in that direction.

So, for starters, you should print out the Dice cheat sheet in appendix 1.

This sheet describes all dices and their functions/action.

The second task will be to generate a random numbers list.

there are several ways to do this.

The hard way...or more correct the boring way, will be to toss dices and note the numbers either on a notepad or write it in word etc and print it out.

Here one or more dice is tossed, and the numbers on the dice are written down, repeat as many times as you intend to have possible moves.

It may take some time to generate several lists, but if you are bored some evening...

The quick and easy way will be to use a Random Number Generator.

A random generator can be used to generate the dice numbers, so you do not have to carry any dice.

Just generate the number of number groups You want, copy the numbers to a text editor, such as Word, and print out the list.

Generate either a single All Actions list, or a set of A and B lists.

You can then use the generated number set together with the Cheat sheet.

A perfect generator for this use is the:

Random Integer Generator

Found at:

https://www.random.org/integers/

You can also find applications for smartphones that can generate random numbers, and here the numbers can be generated directly on the phone, without having to print things out, possibly saving a tree or two.

One such application for IOS is the Random number generator picker by Teofilo Vizcaino.

This application can be used with Voiceover, it is not perfectly designed for the use with Voiceover, but You will be able to find out of it with some trial and error.

Set the lowest number to 1, and the highest number to 6, switch on repeat numbers and select the total number of random numbers you want to create, and push the generate button.

If You intend to use your phone, and generate too many numbers, it is easy to get lost in the number sequence, so it is recommended to generate for example 20 numbers instead of 200., and instead generate new numbers when needed.

The generated numbers can be shared and copied to e-mail, messages, notes etc.

If You have a printer, then the numbers can be e-mailed and printed out.

You can generate one list for all dices, or make two lists, one for the action and the second for time/blocks.

The second list can be with the same settings as the first (1 to 6), if full time or blocks are used, or the minimum setting may be 1 and the maximum setting 3 for half time/number of blocks, or 1 to 2 if Minimum is used. Remember to generate the same amount for the second as the first.

A single set of numbers can be generated just before going on a walk, or a set of 6 different sets can be created, and put in six envelopes, marked 1 to 6.

If the A and B lists are created, You can then either put an A list and a B list together in the same envelope, or for greater randomization you can create two separate sets of 6 envelopes, 6 with the A list and 6 with the B list.

The envelopes should then be marked as a1 to 6 and B 1 to 6.

One person draws an envelope or throws a die to select the A list, and another person throws the die or draw to select a B list.

Tips regarding Random generated numbers lists:

When printing out the numbers lists, make sure the letters are large enough to be read.

If used in areas where the climate is moist, where there is a possibility for rain or snow, then the number sheet and cheat sheet should be laminated, in order to protect the paper, a permanent marker or grease pen can be used to mark the used numbers.

If you only underline or circle the used numbers, you may continue to use the sheet even when you have reached the end.

When you have used up all the numbers, going from left to right, from top to bottom, then you can for example start going down the column on the left, then continuing up or down the next column and so on.

In this manner you can get a longer play from the number sheet.

Remember that you can use the same sheet when you start from different locations.

It may even be used at the same destination, just change start direction.

Another way will be to use the same number list (must be full numbers), but instead of the first number being direction and the second distance, change it around, so the first is distance and the second direction. For example, instead of 2 5, which in normal use would mean Forward for 5 blocks, it can be flipped around, making it 2 blocks to walk Back.

You can also change from distance to time or vice versa. or change from full to half time or distance.

These small changes will greatly affect the route of the game.

The Bonus section contains sixpacks of the all action number sheets and half and minimum Block/Time number sheets.

The numbers below were created using 207, with numbers range between 1 and 6, with 12 columns.

To generate the magic number and magic colour, You select either 5 or 7 numbers from the list, normally the 5 or 7 last numbers.

The 5 number group will be used when You want a single digit magic number, while the 7 numbers are selected when You want a double-digit number.

For the single digit number, the two first numbers are added up to give You the magic number, for example 2 + 4 = 6, so the magic number is 6.

In this example we use a double-digit number.

The 7 last numbers were moved up, to be used as magic number and colour.

This is of course not necessary; it just helps randomize the number sheet.

You can of course use the seven first numbers, or use the seven last numbers without moving them up.

You can also select the numbers vertically on the left or right side etc.

In this case the last 7 numbers were: 4 2 4 6 3 4 4.

Use the Cheat sheet for description of the dices function.

The 4 first numbers are added up to give you the magic number.

The magic number is a number between 0 and 99.

The two first numbers are multiplied to get the decimal number.

In this case 4 + 2 = 6.

Since this is the first number in a two-digit number, the 6 becomes 60.

If the numbers added up becomes 10 or more, then the decimal number is dropped, so 10 becomes 0, 11 becomes 1 etc.

The second number:

4+6=10=0

So, we have the first group that resulted in 60, and the second group that resulted in 0, and we get 60 + 0 = 60.

The magic number is 60.

The three last numbers are added up to give you the magic colour.

The number You get from summarising the three numbers are then found on the Cheat sheet, under Magic colour.

3+4+4=11 = Pink.

The magic colour is Pink.

The rest of the number sequence is then used for the game.

That leaves you with 100 possible movements.

start from left to right. The first number will be the Green die, the second number the White die. Use the Cheat sheet for a description of functions.

A pen or pencil should be used to cross out the numbers that have been used.

The two next numbers are 5 and 5. The first 5 represents the green die letter B for Back, and the second 5 represents the white die, that is used for time in minutes, or distance in streets/blocks. And can mean either 5 if full is used, 2 if Half is used or 1 if Minimum is used, depending upon what has been agreed upon by the group.

Let us say that Half time is agreed upon, then the group walks back for 2 minutes and stops to look for things connected with the magic number 60 or the colour pink.

If nothing is seen, then continue to the two next numbers, which are 6 and 6.

The 6 on the Green dice is the letter A, which has different meanings depending on game played.

In the Simple Synchronicity walk the A means Ask someone, and the second 6 will be 1 minute in Half time, so the group will then go in the direction pointed out by a stranger for 1 minute.

If the Dicey drinking game is played, the A stands for Alcohol, and the group must find the nearest bar or pub, and the second 6 then represents the black die number 6, which is F for Free choice. So, this combination means that the group finds a bar, and everybody in the entire group buys a drink of their own choice.

In the medium and advanced Synchronicity walk, the A directs you to the Red Activity die, and the second 6 is the letter D for Drink/eat.

Here the entire group will find a place to get some drink or food.

the next numbers are 3 and 5, and in the synchronicity walk, the 3 is L for left on the green dice, and the 5 minutes that the group should walk in that direction, and since half time is used, you walk for 2 minutes.

In the drinking game, the first thing they do after their drink, is to check if they should stay for one more drink. In this case this is a No, since the 3 is an odd number, and Odd numbers are no and even yes. They must then go outside, and then face the direction they were heading, and the 5 is R for Right on the Green dice, and the next 5 gives you 2 minutes in Half time. So here the group walks the first right, and continues that way for 2 minutes.

The medium or advanced group will return to the street after their food or drink, and then face in the direction they were heading before they entered the cafe or restaurant.

The 3 directs them to the left, and the 5 instructs them to walk in that direction for 2 minutes in half time.

And so, the groups carry on, having different experiences depending on the complexity of the game.

The Sample numbers.

Here the 7 last numbers have been moved up, the four first are for the magic number, The two first are added up for the first two-digit number, and the next to is added up for the second number. The 3 next numbers are for the magic colour, and the rest of the numbers are for the dice game.

Here are your random numbers:

4 2

4 6

3 4 4

5 5 6 6 3 5 5 6 4 1 6 2

6 5 4 6 3 5 4 3 4 5 6 6

6 1 1 6 4 6 6 4 3 2 6 6

3 2 2 4 1 4 3 1 1 4 5 2

5 2 6 4 2 2 6 3 4 4 1 5

3 4 5 6 4 6 2 5 1 3 5 4

1 1 6 3 2 4 6 5 3 1 3 4

2 2 6 2 6 4 3 4 3 4 6 4

2 6 3 3 4 6 3 2 1 3 1 4

2 2 4 3 5 4 5 6 1 2 1 6

2 2 5 5 2 3 2 4 6 6 2 1

6 1 2 3 5 4 4 1 2 5 1 4

6 1 6 3 4 5 6 2 1 5 3 6

3 6 3 1 4 5 3 1 3 3 2 1

4 5 1 5 4 4 6 3 6 6 5 2

6 3 3 1 1 2 4 3 1 6 4 2

2 1 4 4 6 2 3 4

Timestamp: 2020-03-06 12:09:27 UTC

07. The Post Gaming Report.

In this section we will go through the Post Gaming Report, found in Appendix 3, and how to fill it out.

As the name indicates, it is a report that can be filled out after the game.

This may be used together with the Game sheet, found in Appendix 2, if filled out by the Keeper of records, or it may be used alone, as a quick reference to the game.

You might ask “Is it necessary? And the answer is of course “Absolutely not!”.

You do not need to fill out the report, and it is mainly intended for the Number Geeks and Statistic Freaks that loves to keep track of everything, and put a number on things so, that it can be used in one statistic or another.

It is also intended for old-timers, like me, where the Gray cells no longer function optimally, either due to Covid vaccines, alcohol or old age.

By keeping a Post Gaming Record, there is at least a small chance that we can remember some of the game at a later occasion.

You may also use it to select the start point for the next game, by starting where the last game ended.

The Post Gaming Report has the following main elements:

1. Meeting Point.
2. Participants.
3. Gaming Setup.
4. Gaming Data.
5. Synchronicity moments.
6. Movement map.

On the next pages we will look closer at these elements.

Post gaming report contents:

1. **Meeting point:**

We start with the meeting point, which is the place where the group meets up before the game.

This has three parts.

Place:

Here the name of the street where the meeting place is written down, may also be name of Pub or bar, restaurant and so on.

May just be street name, or street name, city, country etc.

Date:

Here the date for the game is written down. May be Day, month and Year, or Month, day and Year, depending on which side of the ocean You are on.

Time:

Here the time for the meeting is written down.

Again, depending upon which side of the pond You are on, You may write it as 24 hours number, or using AM and PM.

2. Participants.

This part has five elements, giving the number of gamers, who they were and what role they had.

a. number of participants:

Here the total number of participants are Written down.

B. Participants:

Here the names of the participants are written down, normally just their first name.

C. Game time keeper:

Here the name of the person that is assigned the role as “Game time Keeper” is written down if used. If not used, Write “None” or “NA” for “Not-Applicable”.

D. Activity time keeper:

Here the name of the person assigned the role as “Activity Time Keeper” is written down if used. If not used, just write “None” or NA for “Not-Applicable”.

E. Keeper of records:

Here the name of the person assigned the task of being the “Keeper of Records” is written down if used. If not used, write “None” or “NA.

3. Gaming setup:

This part describes what elements were used, and how they were selected.

This part has six main parts.

a. Start point selection method:

Here You write down how the start point was selected, such as Dice or Draw, last stop point etc.

B. Game type:

Here You put an X at the game that were selected.

The game alternatives are the simple exploration game, the Drinking game, Medium exploration game Red, Medium exploration game Blue, and Advanced exploration game.

C. Magic Number: Determined by:

Here the number and method for selecting the magic number is written down, may be D10 die, Asked someone, Application and so on.

If not used, just write “None”.

D. Magic colour: Determined by:

Here the Colour and how it was selected is Written down. May be Asked someone, Colour wheel, Application and so on.

If not used, write “None”.

E. Dice Definitions:

This section has four main parts, and describes the dice setup and meaning or value.

Mark the items or definitions used by setting an X at the used element.

1. Distance:

Here the movement measure type is noted. May be either Blocks, Intersections, or Time.

2. Measurement:

Here the White die measurement is noted. This may be Full, giving a range from 1 to 6, Half, giving a range from 1 to 3, or Minimum, giving a range from 1 to 2.

An X is noted at the selected measurement.

3. Up or down:

Here the methods for going up or down is noted, also up, down or stay on level. Place an X at the selected method or methods.

Methods includes: Odd or Even, High or low, 1, 2 or 3, Low, Med and High, and Coin.

4. Yes or no decision:

Here the method for selecting Yes or No answers are noted.

Set an X at the selected method.

Methods include: Die or Coin.

F. Equipment used:

Here You write down any equipment that was used during the game, such as game dice, special dices, Coins, Spinners, Activity cards, popsicle stick etc.

4. Gaming Data:

This section regards assorted gaming data, such as where and when the game started and ended, Time and distance travelled, and bars visited and drinks consumed.

A. Game start position:

Here the point where the game started is written down, normally street name and number, may contain city and country.

B. Game start:
Here the time the game started is noted, either as 24 hours or AM/PM.

C. Game end position:

Here the position where the game ended is written down. Normally street name and number, but may include city and country.

D. Game end:

Here the time the game ended is written down, and as mentioned may be either as 24 hours or AM/PM, depending upon Your preferences.

E. Gaming time total:

Here the total playtime is written down, Normally in hours and minutes, or just minutes, again depending upon preferences.

F. Total number of moves:

Here the total number of moves are written down. Remember that one set of moves includes tossing both the Green die and the White die.

G. Distance travelled:

Here the total distance travelled during the game is written down. This distance is written in KM for Kilometres, or Miles. You can either underline Your selected measurement, or cross out what is not used.

H. Bars visited:

Here the total number of bars visited are written down.

I. Drinks drunk:

Here the total numbers of drinks drunk are written down.

5. Synchronicity moments:

Here You can write down any synchronistic events that took place during the game. This will be all those events that has special meaning for one or more of the participants.

6. Movement map:

Here the gaming journey is marked on a map. May include notes on bars visited or games played.

The Appendix section:

This section contains the following:

Appendix 1: The SynchroNewCity 2 Go! Cheat Sheet.

Appendix 2: The SynchroNewCity 2 Go! Game Sheet.

Appendix 3: SynchroNewCity 2 Go! Post Gaming Report.

Appendix 4: Activity Cards – Drinking Game Cards.

Appendix 5: Activity Cards – Direction Cards.

Appendix 6: Activity Cards – Playtime Cards.

Appendix 7: D30 Random Cheat Sheet.

Appendix 8: D60 Random Cheat Sheet.

Appendix 9: D100 Random Cheat Sheet.

Appendix 1: The SynchroNewCity 2 Go! Cheat Sheet.

This is the handy Cheat Sheet for the SynchroNewCity 2 Go! Game, which can be used as a reference guide, and to assist when You only have a regular D6 die to play with.

The sheet should be printed out and laminated, so that it can be used in all sorts of weather.

Alternatively, keep a copy on Your Smart phone.

SynchroNewCity 2 go cheat Sheet v3.

White die Magic functions:

Color	Color cont.	Color cont.	Number	Number cont.
01 – Red	07 – Indigo	13 – Green	01 = None	07 = 07
02 – Gray	08 – Black	14 – Yellow	02 = 02	08 = 08
03 – Orange	09 – Copper	15 – Violet	03 = 03	09 = 09
04 – Brown	10 – Purple	16 – Blue	04 = 04	10 = 0
05 – Silver	11 – Pink	17 – Red	05 = 05	11 = 01
06 – White	12 – Gold	18 – Gray	06 = 06	12 = re-toss

White Die Main Functions:

Dice #	Full	Half	Minimum	Yes/no
01	1	1	1	No
02	2	2	2	OK
03	3	3	1	Nope
04	4	3	2	Yepp
05	5	2	1	Not!
06	6	1	2	Yes

Green die functions:

Dice#	Green standard	Green Drink	Green med/Advanced.
1	1White Rabit	WC/Waterhole	Where now?
2	Back	Back	Back
3	Left	Left	Left
4	Right	Right	Right
5	Forward	Forward	Forward
6	Ask stranger	Alcohol	Activity

Other Dices Functions:

Dice#	Blue	Red	Black	Yellow
1	Dice/Draw	Toss/Take cards	Non-Alcoholic	No
2	Wait	Follow Leader	Beer	Yepp!
3	Sign	Compliment	Shot	Hell no!
4	Rabit	Manifistation	Shot and Beer	Fuck Yeah!
5	Begin Spin	Playtime	Drink	Nope!
6	Ask or Activity card	Draw a card or Drink	Free Choice	Yes

Activity Cards:

#	Drinking Games	Direction cards	Play Time
1	1Toby's Dicey Drinking Game	Take the Red pill	White rabbit aka Frozen tags
2	2The finger	Take the Blue pill	Red Queen aka Red light - Green light
3	3Shotgun single or double barrel	One to make You Small	Dodo Dice egg colour race
4	Double tap aka 1, 2, 3 method	One to make You Tall	Who stole the dice?
5	5Bottoms up!	Ask the Mad Hatter	Say what I say, do what I say
6	6Duel – One on One or All or Nothing	Ask the Cheshire-Cat	The Red queen commands (aka Simon says)

Drinking games meaning:

Toby's Beer	Toby's Shot	Double tap 123/012
1 – All gone!	1 – Get None!	1 – Get none!
2 – For You!	2 – For You!	2 – Lucky You!
3 – For Me!	3 – For Me!	3 – Sweet misery!
4 – Even More!	4 – Even More!	0 = None for the Hero
5 – Next Must Dive!	5 – Next must dive	1 = Trouble Begun!
6 – All Chicks & Dicks!	6 – All Chicks & Dicks!	2 = Poor You!

The Foldable Cheat Sheet:

The following is a foldable cheat sheet that can be printed out.

The printing should be done on one sheet of paper, printing on both sides of the sheet.

For best result, try to scale the page to cover the entire A4 page.

This can be folded together, and be carried in Your wallet or dice bag.

 # – Colour:
1 – Red.
2 – Gray.
3 – Orange.
4 – Brown.
5 – Silver.
6 – White.

 # – Colour cont:
7 – Indigo.
8 – Black.
9 – Copper.
10 – Purple.
11 – Pink.
12 – Gold.

 # – Colour cont:
13 – Green.
14 – Yellow.
15 – Violet.
16 – Blue.
17 – Red.
18 – Gray.

 # – Magic #:
1 – None.
2 – Two.
3 – Three.
4 – Four.
5 – Five.
6 – Six.

 # – Magic # cont:
7 – Seven.
8 – Eight.
9 – Nine.
10 – Zero.
11 – One.
12 – Cast again.

 # – White Full:
1 – One.
2 – Two.
3 – Three.
4 – Four.
5 – Five.
6 – Six.

 # – White Half:
1 – One.
2 – Two.
3 – Three.
4 – Three.
5 – Two.
6 – One.

 # – White Mini:
1 – One.
2 – Two.
3 – One.
4 – Two.
5 – One.
6 – Two.

 # – White Yes/No:
1 – No.
2 – Yes.
3 – No.
4 – Yes.
5 – No.
6 – Yes.

 # – Green Standard:
1 – White Rabbit.
2 – Back.
3 – Left.
4 – Right.
5 – Forward.
6 – Ask Stranger.

 # – Green Drinking Game:
1 – WC/Waterhole.
2 – Back.
3 – Left.
4 – Right.
5 – Forward.
6 – Alcohol.

The Dicey Exploration Game

 # – Green Exploration Blue:
1 – Where Now? Blue die.
2 – Back.
3 – Left.
4 – Right.
5 – Forward.
6 – Ask Stranger.

 # – Green Exploration Red:
1 – White Rabbit.
2 – Back.
3 – Left.
4 – Right.
5 – Forward.
6 – Activity (Red) die.

 # – Green Advanced:
1 – Where Now? Blue die.
2 – Back.
3 – Left.
4 – Right.
5 – Forward.
6 – Activity (Red) die.

# – Blue Die: 1 – Dice/Draw. 2 – Wait. 3 – Sign. 4 – Rabbit. 5 – Begin Spinn. 6 – Ask/Activity Card.	# – Red Die: 1 – Toss die/Take Card. 2 – Follow Leader. 3 – Compliment. 4 – Manifistation. 5 –Playtime. 6 – Draw Card/Drink/Dine.	# – Black Die: 1 – Non-Alcoholic. 2 – Beer. 3 – Shot. 4 – Combi (B + S). 5 – Drink. 6 – Free Choice.	# – Yellow Die: 1 – No! 2 – Yepp! 3 – Hell No! 4 – Fuck Yeah! 5 – Nope! 6 – Yes!
# – Drinking games: 1 – Toby's Drinking Game. 2 – The Finger. 3 – Shotgun. 4 – Double Tap. 5 – Bottoms Up! 6 – Duel.	# – Direction Cards: 1 – Take the Red pill. 2 – Take the Blue pill. 3 – One to make You small. 4 – One to make You tall. 5 – Ask Mad Hatter. 6 – Ask Cheshire-cat.	# – Playtime Cards: 1 – White Rabbit tags. 2 – Red Queen. 3 – Dodo Egg Race. 4 – Who stole the die? 5 – Say/do what I say/do. 6 – Red Queen Commands.	# – Toby's Beer: 1 – All Gone! 2 – For You! 3 – For Me! 4 – Even More! 5 –Next Must Dive! 6 – All Chicks & Dicks!
# – Toby's Shot: 1 – Get None! 2 – For You! 3 – For Me! 4 – Even More! 5 – Next Must Dive! 6 – All Chicks & Dicks.	# – Shotgun, Single: 1 – 1: Get None!. 2 – 2: Lucky You! 3 – 1: Get None! 4 – 2: Lucky You! 5 – 1: Get None! 6 – 2: Lucky You!	# – Shotgun, Double: 1 – 1: Trouble Begun! 2 – 2: Poor You! 3 – 1: Trouble Begun! 4 – 2: Poor You! 5 – 1: Trouble Begun! 6 – 2: Poor You!	# – Shotgun, Double: 1 – 1: Trouble Begun! 2 – 2: Poor You! 3 – 1: Trouble Begun! 4 – 2: Poor You! 5 – 1: Trouble Begun! 6 – 2: Poor You!
# – Double tap, 123: 1 – 1: Get None! 2 – 2: Lucky You! 3 – 3: Sweet Misery! 4 – 1: Get None! 5 – 2: Lucky You! 6 – 3: Sweet Misery!			

Appendix 2: SynchroNewCity 2 Go! Game Sheet.

This is the game sheet intended for the SynchroNewCity 2 Go! Game, which will assist You in setting up Your game.

A great help for beginners.

SynchroNewCity 2 Go! Game sheet

1. Type of game:

_Simple. _Dicey drinking game. _Medium Blue. _Medium Red. _Advanced.

2. Game time limits:

_None. _Limited from: To:

* if time limit, Assign Master time keeper:

3. **Magic elements:**

A. Magic number: B. Magic colour:

4. Dice definitions:

A. Distance:

_Blocks/House numbers. _Intersections. _Time.

* If time, assign activity time keeper:

B. Die measure:

_Standard (1 to 6). _Half (1 to 3). _Minimum 1 to 2).

C. Yes or No?:

_own dice. _Odds or even. _1 or 2 die. _High or low. _Coin.

D. Up or Down?:

_Odds or even. _1 or 2 die. _High or low._Coin.

E. Down, Stay on level or Up:

_1, 2 or 3 die. _1 and 2, 3 and 4 or 5 and 6.

5. Special equipment:

_Gaming dice, specify: _Green die. _White die. _Black die. _Blue die. _Red die. _Yellow die. _Application.

_Magic dice, specify: _D10 _D16. _Application.

_Direction dice, specify: _D8. _D12. _Application.

_Special dice, specify: _1 or 2 die. _1, 2 or 3 Die. _D30 die. _D60 die. _D100 die. _Dicey drinking game die, beer. _Dicey drinking game die, Shots. _0, 1 or 2 die. _Application.

_Activity cards, If Used, specify: _Application.

_All cards. _Drinking game cards. _Direction cards. _Playtime cards.

_Spinner, specify: _Humming top/spinner. _Finger spinner.

_Timer, specify: _Sand timer. _phone clock. _Wristwatch. _Kitchen timer. _sports timer.

_Other: _Coin/Token. _Compass. _Popsicle stick.

_Random numbers, Specify: _Application. _Full list. _Half list. _Minimum list.

_Other equipment, specify:

6. Extras:

A. Enter bars, pubs etc to consume alcohol?: _No. _Yes.

B. Use public transport: _Yes. _No.

7. Game Movements Record

A. Keeper of records:

B. Record type:

_Map. _Application. _Game movement list.

C. Start position/direction:

1. Street name and number: 2. Cardinal or clock direction:

D. Game start time: E. Game end time:

F. End position/direction:

1. Street name and number: 2. Cardinal or clock direction:

G. Game Movement List:

Game movement List continued:

Appendix 3: SynchroNewCity 2 Go! Post Gaming Report.

This is the Post Game Report Sheet, that can be used to document Your dice walk, in order to keep track of those special synchronizities.

SynchroNewCity 2 Go! **Post gaming Report.**

1. **Meeting point:**

Place: Date: Time:

2. Participants.

a. number of participants:

B. Participants:

c. Game time keeper:

D. Activity time keeper:

E. Keeper of records:

3. Gaming setup:

a. Start point selection method:

B. Game type:

_simple, _Drinking game. _Medium: _Red _Blue. _Advanced.

C. Magic Number: Determined by:

D. Magic colour: Determined by:

E. Dice Definitions:

1. Distance: _Blocks _Intersections. _Time.

2. Measurement: _Full. _Half. _Minimum.

3. Up or down: _Odd or Even. _High or low. _1, 2 or 3. _Low, Med and High. _Coin.

4. Yes or no decision: _Die _Coin.

F. Equipment used:

4. Gaming Data:

A. Game start position:

B. Game start: : .

C. Game end position:

D. Game end: : .

E. Gaming time total: . F. Total number of moves:

G. Distance travelled: KM/Miles.

H. Bars visited: I. Drinks drunk:

5. Synchronicity moments:

6. Movement map:

Appendix 4: Activity Cards - The Drinking Game Cards.

This appendix contains the descriptions on how to play the drinking games used in the SynchroNewCity 2 Go! Game.

It contains the following games:

1. Toby's Dicey Drinking Game – Beer or shot.
2. The Finger.
3. Shotgun – Single or double barrel.
4. Double tap, or the 1, 2, 3 Method.
5. Bottoms up!
6. Duel – One on One or All or Nothing.

The sequence above is used in the SynchroNewCity 2 Go! Cheat Sheet, so You can randomly select a game by using a die.

The Activity cards have more options, and have all the variants of the drinking games.

You can print out the Drinking Game cards from Bonus 7 – Drinking Game Cards template, found in the Bonus section.

You can add or remove games as You see fit, and remember that "Calvin and Hobbes" rules apply, so You can change the rules as You wish.

Important:

Please note that most of the games are intended to get people drunk pretty fast.

Although some of the games allows all participants to drink the same amount, keeping all at the same level, some of the games may get one or more participants ape shit drunk in no time, with the danger that You'll be thrown out of a bar, or refused access or more service, fucking up the game.

It is no fun having to carry a friend that has had too much to drink, and it is no fun being the guy that just puked all over the table, ruining the game and evening for everyone.

Getting people too drunk is also a danger with the “Drunk as a Dodo” variants of the drinking games, and is only recommended to be used at the end of the game, just before leaving for home.

The “Drunk as a Dodo!” can be used with any of the games, and allows You to play the drinking game several times in order to get a looser.

The number of times You will need to play, will depend upon the number of participants, and their luck.

For each time a participant loses a round, they are assigned a letter, First D, then O, then D again, and finally O, spelling out DODO, and the looser or losers should by now be “Drunk as a Dodo!”.

The best way to play the shots games, will be to have a bottle of Jägermeister or similar, and fill the shot glasses as needed.

It is recommended to use small glasses and a shot type with low alcohol percentage, to prevent people getting too drunk.

Burning shots, like B52 should be avoided, as they may burn out or the glasses may become dangerously hot if allowed to burn.

For the Beer games, the size of the glass or bottle is the important part, as everybody should have identical size glasses or bottles.

The type of alcohol can be different, such as Lager, Porter, Cider, Smirnoff ice etc, all up to the participants own taste and preferences, as long as the sizes match, as a principle of “Fair play”.

For most of the games, it is recommended that all agree to use the Even-Steven method, where everybody plays for fun, and everybody pays for their own drinks, and “bet” these in the game, especially shot games, to avoid one person getting the entire bill.

The loser or losers may buy a drink to the winner instead.

Determining the winner in drinking games can sometimes be a problem, since some people believes that the winner is the one that got the most drinks, while others believe that the winner should be the one that got the least, as in least damage.

The group will have to decide what they prefer, before starting any game.

1. Toby's dicey drinking game.

This game may be played either drinking beer or shots.

The two games are basically the same, but with a few differences.

A. The beer game:

This is a fun and social beer drinking game.

Game Description:

This is a group game.

Here all the participants get a similar drink, such as a pint of lager.

A die is used to randomly determine who and how much the participants must drink.

A standard measure to drink is agreed upon, normally one to three fingers width.

Each of the participants toss the die and follow its instructions.

The goal with the game is to be the “Last man standing” with some drink left, and the game continues until only one participant has some drink left in the glass or bottle.

This person is the winner of the game.

Equipment:

To play this game, each of the participants will need a similar drink, and a D6 die.

The drink:

For this game any type of beer is preferred, but Ciders or Breezers may also be used.

The important part here is that the participants have the same size drink, and that the drink is in a glass or bottle.

The size of the glass or bottle should also be the same, as some are tall and slim, while others are short and wide, which give different results with the finger measure. The important part is that you can see through the glass or bottle, in order to keep track of how much has been drunk.

Beer in a can is not recommended, since you cannot see how much beer has been drunk.

The Die:

One D6 die is used to play this game, and if available, the “Toby’s dicey Drinking Game Die – Beer” should be used.

If not available, a regular die with pips or numbers from 1 to 6 can be used.

Each number/pip has its own meaning in the drinking game.

The die numbers and their meaning in the Beer game, are as follows:

1 - All gone!

If a participant gets 1 on the die, the person must drink up the remaining drink in the glass or bottle, and is out of the game.

2 - 4 You!

If the participant gets 2, then the one who threw the die gets to select one of the other participants who must then take a sip of the beer. One standard measure is drunk.

3 - 4 Me!

If the participant gets 3, then the participant who threw the die must take a sip, again one standard measure is drunk.

4 - Even more!

if the participant gets 4, then the participant who threw the die must drink half of the remaining drink in the glass.

5 - The next must dive!

If the participant gets 5, the one who is the next in line to throw the die, must drink, again one standard measure is drunk.

6 - All the chicks and dicks!

If the participant gets 6, Then all the participants must take a sip of beer.

Again, everybody drinks one standard measure.

Gameplay:

Everybody gets a similar drink, for example a pint of porter.

They then agree what the standard drinking measure should be, one, two or three fingers width, and then decide who will start the game.

This person starts to toss the die, and may get 3, which is “Three – For Me!”, and this person must then drink the agreed upon measure, and then give the die to the next person.

Person number two then cast the die, and gets 6, which is “Six – All the Chicks and Dicks!”, and then everybody has to drink one measure.

The next person then takes the die and casts it, getting a 1, which is “One – All Gone!”, and this person must then drink the entire pint, and is out of the game.

The game goes on, and when the participants has emptied their glass, they are out of the game.

The game continues until there is just “One man standing” with some remaining drink in his or her glass.

This is the winner of the game.

Remarks:

The group must agree upon the standard measurement to drink.

The standard for the game is one finger width, measured out beforehand, before starting to drink.

The one finger width will give a longer duration of the game, and if one wishes a quicker game, two or three finger widths can be used.

Drunk as a Dodo!

As an alternative, the game may be played for several rounds, where everyone who loose are given a letter, First a D, then an O, and then a D again and finally an O, spelling DODO, and the first person that becomes a DODO, is the looser, and may or may not pay for the drinks, or the next round.

To check if You should play the Dodo version, You can either toss the black die, and if the letter “D” on the Black die turns up, You can play the “Drunk as a Dodo!” version of the drinking game.

Alternatively, if You do not have a Black die, You can use the White die, and play the game if You get a 6, or use the Green die, and play if You get “A”.

b. The Shot game:

The game may also be played with shots, and this is the most hazardous version of the game.

Game Description:

This is a group game, and should be played with four or more players.

The participants get a number of shots, which is placed in a common pot in the middle of the table.

A die is cast in order to randomly select who and how much the participants get to drink.

The game ends when there are no more shots.

The winner can be the one who got the most shots, or the least, depending upon preferences.

Equipment:

For this game, a number of shots are needed, normally 3 shots from each participant, and a D6 die.

The Shots:

The participant selects the shots they bring to the table.

Any type of shot may be selected, such as Jägermeister, tequila, absint and so on, but it is recommended that you select something you like.

It is not recommended to select drinks that burns, as these must either be put out or they may burn out or the glass might get extremely hot.

When playing, the participants pick freely from the shots on the table, but in the end, there will only be the bad shots left, which must be drunk, whether you like it or not.

Note that in this game, you contribute with three shots, but it is not guaranteed that you will get to drink any of them.

In worst case you will not get one drink, but on the other hand, you may get to drink more than what you contributed or what’s good for you.

D6 die:

Use the “Toby’s Dicey Drinking game – Shots” die if possible.

As an alternative, any D6 die with pips or numbers ranging from 1 to 6 can be used.

The Die numbers in the Shot game have somewhat different meaning than the Beer game.

Die meaning, Shot game:

One – Get none!

If the participant gets 1, then he or she gets no shot, and must pass the die to the next player.

Two – For You!

If the participant gets 2, then the participant can select who must drink the shot (And Yes, it is allowed to select oneself).

Three – For me!

If the participant gets 3, then the participant who threw the die must take a shot.

Four – Even more!

If the participant gets 4, then the participant who threw the die must drink two shots.

Five – The next must dive!

If the participant gets 5, then the next participant in line to throw the die must drink a shot.

Six – All the chicks and dicks!

If the participant gets 6, then all the participants must drink a shot.

Gameplay:

Each participant orders at least three shots, and all the shots are placed on the middle of the table, in one large pot.

In this game the standard measurement to drink is one shot, unless otherwise directed.

One person starts to throw, and follows the directions from the die, for example getting a 3, which is “Three – For Me!”, and the person must take one shot.

After drinking the shot, the die is then passed on to the next participant, either in a clockwise or counter clockwise direction.

Let us say that this person gets a 4, which is “Four – Even More!”, then the participant must drink two shots, and then pass the die to the next in line.

This person gets a 6 on the die, which is “Six – All the Chicks and Dicks!”, and now everybody has to take a shot.

The next participant then cast the die, and get a 1, which is “One – Get None!”, and this person gets no shot, and then passes the die to the next participant, and so the game goes on until there are no more shots.

And a winner is then declared.

Remarks:

In this game, there are more than one way to declare a winner.

A. *Most or least shots:*

Ideally, the game goes on until there are no shots left, and the one with the most, or the one with the least drunk shots, is declared the winner.

B. *High Stakes:*

One may play high stakes, where looser pays all, risking economic troubles and hardship, since in some countries this will be very expensive, especially if you have to pay for over 20 shots.

C. The last shot:

As an alternative, You can play until there is only one shot left, and the poor buggar that ends up taking the last shot, is the looser, and must either pay for the shots, or buy the next round.

D. All the Chicks and Dicks!

In some instances, there might be the exact number or less shots on the table, when a participant throws a 6.

If the remaining drinks equals the number of participants, then all wins, for example if the group consist of six people, and there are six shots, all take one, and all are considered winners or losers, and all pay their share.

E. Grab or lose:

If there are less shots than participants when the 6 shows on the die, then it will be first come – first served, and the participants must quickly grab a shot.

Anyone too slow to grab a shot, is considered a looser, and must pay the bill or buy the next round.

How the winner is declared, should be agreed upon before beginning the game.

Economy plays some part in the playing of this game, depending upon if You are playing for Even Steven, or Economic ruin of the loser.

Destiny's Fair play (Aka Even Steven):

May be played as Destiny fair play, where all pays for their own sacrificial offerings, And their shots are their "Bet", allowing them to participate in the game.

They then receive what destiny, also known as Fortuna or lady Luck, in the shape of a die, decide to "Gift" them. This may be more or less of what they contributed.

This is the recommended way to play, and the loser will only pay for the next round.

It is not recommended to play “Drunk as a Dodo!” with shots, but if You are feeling foolish, then You can check if You should play the Dodo version, You can either toss the black die, and if the letter “D” on the Black die turns up, You can play the “Drunk as a Dodo!” version of the drinking game.

Alternatively, if You do not have a Black die, You can use the White die, and play the game if You get a 6, or use the Green die, and play if You get “A”.

2. The Finger:

This is a simple beer drinking game.

Game description:

This is a group game, and should be played with at least three participants.

All get a similar style drink, such as a pint or bottle of beer, and a D6 die is cast in turn by the participants to randomly decide how much each of the participants should drink.

The participant must drink the same number of fingers width as the number on the die turn up.

The winner is the “Last man standing” with some beer in his or her glass or bottle.

Equipment:

For this game, the participants will each need a similar style drink and a D6 die.

The Drink:

In this game each of the participants have a large beer, pint or the likes.

A bottle of beer, cider or other alcoholic drinks may be used.

Everyone should have the same style of glass or bottle, and all should be full.

The Die:

Here any D6 die with pips or numbers from 1 to 6 can be used.

The Die pips or numbers are used to measure the number of finger widths to drink.

Gameplay:

The object with this game is to be the last man standing with some drink left in the glass or bottle.

All the participants first get a similar style drink, such as a pint of lager, a bottle of beer etc.

One person starts to throw the White die, and must drink the number of fingers width as the die turns up. For example, if the die turns up 3, then the person must drink three fingers with of his pint.

This should be measured out before the person starts to drink.

Once the first has drunk, the next one throws the die, and must do the same, for example, if the person gets 5, he must drink equal to 5 fingers width.

The game continues until all but one has finished his or her glass.

This is the winner, sort of, although his or her remaining beer will probably be warm.

The losers, must each pay for a round for the winner.

Remarks:

Drunk as a Dodo!

As an alternative, the game may be played for several rounds, where everyone who loose are given a letter, First a D, then an O, and then a D again and finally an O, spelling DODO, and the first person that becomes a DODO, is the looser, and may or may not pay for all the drinks, or the next round.

To check if You should play the Dodo version, You can either toss the black die, and if the letter “D” on the Black die turns up, You can play the “Drunk as a Dodo!” version of the drinking game.

Alternatively, if You do not have a Black die, You can use the White die, and play the game if You get a 6, or use the Green die, and play if You get “A”.

3. Shotgun - Single or double barrel:

This is another Shots drinking game.

Here the group all order 3 shots each, and all are placed on the table.

The group decides if they should play single or double barrel.

A. Single Barrel:

This is the “Nice” version of the “Shotgun” game.

In the single barrel game, the max drinks per round is one shot.

Game Description:

This is a group game, best played with three or more participants.

Each participant gets three shots, which is placed in a common pot in the middle of the table.

The participants then cast a D6 die in turn, to see if they get a shot or not.

The game continues until there are no more shots left.

The winner can be the one that got the most or the least shots, depending upon preferences.

Equipment:

Here a number of shots will be needed, along with a D6 die or a coin.

The shots:

Any type shot may be used. Each participant should get three shots.

D6 die:

Special dices, such as a 1 or 2 die or a yes or no die may be used.

Yes or No die:

This one is easy, if Yes, take a drink, If No, then no drink for You.

The 1 and 2 die:

Here 2 is yes, take a drink, while 1 is no drink for you.

The 1 and 2 die meaning:

1 – One – Get None!

2 – Two – Poor You! (Alternatively: Two - Lucky You! depending upon point of view).

Regular D6 die:

Alternatively, odds or even or high or low may be used with a regular D6 die, instead of the special dices.

If Odds and even are used, then 1, 3 and 5 is no drink, while even numbers, 2, 4 and 6 is take a shot.

Iv High or Low is used, then 1, 2 and 3 is No drink, while the high numbers, 4, 5 and 6 is take one shot.

Coin:

A coin or token may also be used, if no die is available, or if one just wants a change of tools.

A regular coin can be used, just assign Yes and No to each of the sides, and flip the coin to get Yes or no.

Special Yes or No coins can also be used, or tokens with a smiley face on one side for Yes, and an unhappy face on the other side for no is also a fun item to use.

in this version of the game, a participant who gets No, gets no shot, and must pass the die to the next participant. If the participant gets Yes, he gets one shot.

Gameplay:

Here all the participants get three shots of their own liking, and places them in a common pot in the middle of the table.

One person then cast the die, in this example the 1 and 2 die, and gets a 1, which is “One – Get None!”, and the person gets no drink and must then pass the die to the next person in line.

This person then cast the die, and gets for example 2, which is “Two – poor You!”, and must then select a shot from the table and drink it. This should be done shotgun style, where the shot is placed in the mouth and holding the glass with lips and teeth only, take the shot, by bending the head backwards.

Once drunk, the die is cast by the next participant, and so the game goes on.

This game continues, until all shots are gone.

Remarks:

When drinking the shot, the shot glass should be "Swallowed" like a shotgun barrel, and should be held in place by using only lips and teeth while knocking back the shot.

No hands allowed.

All chips in to pay for the shots, since everyone is a winner. sort of.

Alternatively, to select the winner or loser, count the number of shots each of the participants have drunk, and the one with the most or least number of shots can be the winner or loser, depending upon Your preference’s.

B. Double barrel, Aka Double trouble:

This is the “Hard-core” version of the drinking game, where You have 100 percent chance to get a drink, and a 50 percent chance to having to drink two shots.

Game Description:

Here each participant places three shots in a common pot on the table.

The participants then take turns casting a D6 die, to randomly determine how many drinks they will take.

The game ends when there are no more shots.

Equipment:

Here some shots and a D6 Die are needed.

The Shots:

In this game each participants gets three shots of their own liking, and places them in a common pot on the table.

Small shots with low alcohol percentage are recommended.

The D6 Die:

There are three ways to play the game, 1 or 2 special die, or with a regular D6 die, using Odds or even, or high or low.

A. 1 or 2 special die:

The White minimum die is used, where 1 is one shot, and 2 is two shots.

Number meaning:

1 = One – Trouble begun!

2 = Two – Poor You!

Regular D6 die:

Here any D6 with pips or numbers from 1 to 6 can be used.

B. Odds or even:

Once again there are two ways to play odds or even.

Odds (1, 3 & 5) may mean 1 drink, and even (2, 4 & 6) can mean 2 shots, or vice versa.

C. High or Low:

The low numbers (1, 2 and 3) may be 1 for 1 drink, while the High numbers (4, 5 and 6) is 2 for 2 shots.

Gameplay:

In this gaming example, odds or even are used.

The group gets their number of shots, and places them in a pot on the table.

One participant then throws the die, and gets either an odd or even number. for example, 4, which is an even number, and the participant then takes two of the shots and drinks then in succession, and then passes the die to the next player.

The next one throws the die, and gets for example 3, which is an odd number, and takes one shot from the shots, drinks it and gives the die to the next participant.

The game continues until all shots are drunk.

The winner can be the one with the most or least numbers of emptied shots.

Since this is a group game, everyone should pay the same.

Well, this game is just an excuse to get quickly drunk, to be honest.

Remarks:

It may be that the shots run out before everyone had the same numbers of turns. those participants may then throw their dice, and order the number of shots and then drink them, in order to maintain "Fair play".

Only the suicidal would dream of playing “Drunk as a Dodo!” with these shot games.

If You have suicidal tendencies, You can toss the black die, and if the letter “D” on the Black die turns up, then You can play the “Drunk as a Dodo!” version of the drinking game.

If You do not have a Black die, You can use the White die, and play the game if You get a 6, or use the Green die, and play if You get “A”.

4. Double tap aka The 1, 2, 3 method:

this is another shot drinking game, and is a combination of the two games above.

Game Description:

Here the participants each get three shots, that are placed in a common pot on the table.

The participants then take turns casting the die, which will randomly decide how many drinks the participants get.

The game ends when there are no more shots left.

Equipment:

Here a number of shots are needed, normally three per participant, along with a D6 die, which may be a special die or a regular D6 die.

The Shots:

The participants each get three shots of their preferred poison.

The Die:

One can use the designated 0, 1, 2 D6 die, the 1, 2 and 3 die or 1,2 and 3 on the regular pip or number die.

High, medium and low numbers may also be used.

Special 0, 1 and 2 die:

If the 0, 1 and 2 die is used, the numbers have the following meaning:

0 = None for the Hero!

0 shots for you.

1 = Trouble begun!

1 shot for You.

2 = Poor You!

2 shots for You.

The 1, 2 and 3 die:

You can also use a 1, 2 and 3 die, or a regular D6 die.

If a regular die is used, then 1, 2 and 3 is used, and 6 is one, 5 is 2 and 4 is the same as 3.

Alternatively, use low, medium and high numbers, where 1 and 2 are low numbers, which means no shot, while 3 and 4 are medium numbers, resulting in one shot, and 5 and 6 are the high numbers, resulting in two shots.

Meaning of numbers:

1 - you get none!

No shot for You.

2 - lucky you!

One shot for You.

3 – Sweet Misery!

Two shots for You.

Gameplay:

As mentioned above, a large number of shots are purchased, at least 3 per participant, and all the shots are placed in a common pot on the table.

One participant starts to dice, and gets a number of drinks according to the number of the die.

For example, if the participant gets 2 on the die, this is “Two – Lucky You!”, and the participant must take one shot.

The participant then shot his drink, and then passes the die to the next participant, who throws the die, and for example gets a 3, which is “Three – Sweet Misery!”, and the participant takes some shots, drinks and passes the die to the next etc.

The game continues until the shots are gone.

Everybody is a winner, or loser, depending upon your point of view.

Alternatively, the one who got the most, or the fewest shots, may be assigned the title of loser or winner.

Remarks:

To maintain "fair play", everyone should have the same number of turns with the die. If you run out of shots, the remainer of the participants throws the die, and the number of shots is ordered and then drunk.

And again, everybody pays equal amount of cash.

“Drunk as a Dodo” is not recommended for this game.

If You still want to play, either use the “D” on the black die, or use the “6” on the White die, or the “A” on the Green die, in order to play.

5. Bottoms up!

This is a fun, although sometimes “messy” team drinking game.

Game description:

This is a team game, and each team should have at least three participants.

Here the group is split into two or more equal groups.

All participants then buy a drink, normally a pint, but may be a bottle of beer, shot etc.

Once every one has gotten their drink, then each team must agree upon drinking order, who start, who is second etc.

Once everyone is ready, one person declares "Start" and the first drinker on each team takes up the pint and tries to drink it up as fast as possible.

Once the glass is empty, the glass is placed on the table, normally with the bottoms up, and the next one can start to drink.

Note that the glass must be entirely empty when turned up, and the next participant cannot pick up his glass until the first glass is on the table.

The fastest team to drink up wins, and the slowest team loses, and must pay for all the drinks.

Equipment:

Here the only thing needed is a pint or bottle of beer for each participant, and some thirsty team mates.

All drinks must be of the same size.

Gameplay:

Here the group is split into two or more teams, with at least three participants on each team.

All participants then get the same style of drink, normally a pint of beer, which is placed in front of the participants, untouched.

The participants may have their hand on the table, but not on the pint.

The teams then agree in what order each of the team members should start to drink, as only one team member can drink at any given time.

Once the drinking order has been sorted out, and everybody is ready, then one participant declares “Start”, and the first member on each team starts to drink their pint as fast as possible.

Once the glass is empty, and only then, the glass is placed with the bottoms up on the table, and this is the signal for the next team member to grab his or her glass and start to drink.

This process is repeated until the fastest team places their last empty glass with the bottoms up on the table, and they are then the winning team.

The last team to place the last empty glass with the bottoms up on the table, are the losers, and should pay for the round.

Remarks:

If one team is one person short, then the first drinker must also be the last drinker. This person should, needless to say, be used to drinking heavily...

Please note:

This game should be played just before leaving a location, as the table will get wet with the rest of the liquid from the upturned glasses.

Another problem is that the glasses may easily tip over and break, so be careful.

Not all barmaids are happy with the cleanup, so leave a good tip if You intend to return to the bar at a later occasion.

Another alternative, is just to leave the glass the right way up.

This is not the best game for “Drunk as a Dodo”, but it can be played.

Use the “D” on the Black die, the “6” on the White die, or the “A” on the Green die as indicator to play the game.

6. Duel:

This is another fun Shots game.

Here one challenges another to a duel. May be single combat, where a single participant, normally the one that drew the card or cast the die, challenges another participant, or one may select team battle, where the group is split into two teams.

A. Single battle:

In single battle, one participant challenges another of the participants to a duel.

If the group are split into teams, then the teams can select one member to be their “Champion” who will fight in the duel.

The person being challenged then decides upon shot type, and taken one on one or All or nothing.

The number of shots should be odd numbers, such as 1, 3,5,7 etc.

A1. One on One:

This is the “Mano a Mano” (or whatever You might identify Yourself as) version of the duel.

Here one participant faces another participant in a ruthless battle for survival.

Game description:

Here two opponents face each other.

An odd number of drinks are on the table, and the two opponents take turns casting a D6 die, where the one with the highest umber wins, and the one with the lowest number must take a shot.

Since there are an odd number of shots, one person will always get one more shot than the other, and the winner is the one that got the fewest shots (least damage).

Equipment:

An odd number of shots and a D6 die.

The Shots:

The person being challenged gets to choose the type of shots to drink, which should be an odd number, such as 3, 5 and so on. By using odd numbers, one participant will always get to drink one more than the other.

The die:

Here, a regular D6 die with pips or numbers from 1 to 6 is used.

Gameplay:

Here the person who either cast the die or drew the card and got Duel, one on one, gets to challenge one of the other participants.

The person being challenged gets to choose the type of shot to drink, and if they should play One on One, or all or Nothing.

In this example, One on One.

The challenger tosses the white die, and gets a number, for example 2.

The person being challenged then tosses the die, and get for example 5.

The one with the highest number wins, and the loser must take a shot.

The two tosses the dices again, and again the one with the lowest number loses, if both gets the same number, the two tosses again.

When using the odd number of drinks, one of the two will always get one or more drinks than the other. The one that got the most drinks is the looser, and must pay for the drinks.

Remarks:

The benefit with this method, is that Both get a chance to drink some shots, keeping all on a similar level.

It will also take a bit more time, as you dice and drink, dice and drink etc.

A2. All or nothing:

This is the “hard core” version of the duel game.

Here the looser must drink all the shots, and risks becoming ape shit drunk in no time.

Game description:

Here three or more shots are placed In a pot on the table.

The two opponents then take turns casting the die, and the one with the highest number wins. The die is cast three times by each participant, and the one with the most wins, are the winner, and gets to see the loser drink all the shots.

Equipment:

All that is needed is a number of shots, and a D6 die.

The Shots:

Here a number of shots are placed in a pot on the table, usually three or more.

Can be any type of shot, but shots with low alcohol percentage and small shot glasses should be used, unless You want the loser to get really drunk.

D6 Die:

Any D6 die with pips or numbers from 1 to 6 can be used.

Gameplay:

One participant challenges another participant to a duel, and the person challenged, gets to choose the number and type of shots, and if they should play One on One, or All or nothing, in this example All or nothing.

Once the shots are on the table, the game can begin.

The challenger starts to toss, then the person being challenged, the one with the highest number wins.

if they get the same number, both tosses again.

This is repeated a total of three times.

Here the winner is the one that has the most wins of three tosses.

once the winner is declared, the looser must drink all shots in succession, and as if that was not bad enough, the loser must also pay for the shots.

Remarks:

The disadvantage with this method, is that you risk getting one or more of the participants too drunk to play.

B. Team Battle:

This is the group version of the Duel drinking game.

The team battle can be played in a similar manner as the Single version.

The group should, if possible be split into two equal groups, and if you are missing one, then the team with the fewest players selects one of them that plays twice.

As a standard, there should be 3 shots per 2 players. So, if you have 4 players, 6 shots, 6 players, 9 shots etc.

B1. One on One:

This is a group game, where the group is split into teams.

For one on one, each member of a team is assigned an opponent from the other team, which they must play against.

Game Description:

The group is split into two teams, and each participant from one team, is given an opponent from the other team, that they must face.

Three shots are ordered for each of the opponents' pairs.

One opponent pair then starts to cast the die, and the one with the highest number wins, and the one with the lowest number must take a shot.

The next pair of opponents then cast the die, and the loser must take a shot.

The game continues until all shots are gone.

The team with the most wins is the winners, and the losers must pay for the drinks, or buy their opponent a drink.

Equipment:

Here three shots per opponent pair is used, along with a regular D6 die.

Shots:

May be any type of shot.

D6 Die:

Any D6 die with pips or numbers from 1 to 6 may be used.

Gameplay:

The group is split into two equal sized teams.

Each team member on one team is assigned an opponent from the other team, becoming opponent pairs.

Each pair then get three shots, which they will fight over.

Once all the pairs have been decided, and the shots are in place on the table, the game can begin.

The first opponent pair then toss the die, and the one with the lowest number must take a shot.

The next pair then tosses the die, and again, the one with the lowest number must take a shot.

The game continues in this manner until all shots are gone.

The team that lost the most, and had the most shots, are the losers, and must either pay for the shots, or buy the opponent a drink.

Remarks:

None.

B2. All or nothing:

This is the Duel drinking game where You risk getting half of the group drunk.

Game Description:

This is a team game, where the group is split into two teams.

Each participant on one team is assigned an opponent from the other team.

All participants contribute with at least one shot each, which is placed in a pot on the table.

Each opponent pair then tosses the die, and the one with the highest number wins.

If a tie, then they toss again.

The team with the most victories wins, and the losers must drink all the shots, and buy their opponent a drink.

Equipment:

All that is needed is one shot per participant, and a regular D6 die.

The Shots:

A minimum of one shot for each participant. May be any type of shot.

D6 Die:

Any D6 die with pips or numbers from 1 to 6 can be used.

Gameplay:

The group is split into two teams with equal number of people on each team, and they are assigned an opponent from the other team.

As a minimum one drink for each participant is purchased, double or more being optional, depending upon how drunk you want to get the group.

All the shots are placed on the table, and the game starts.

Ideally, the teams should consist of odd number of opponent pairs, such as 3, 5 and so on, since one team then will always get one more victory than the other team.

In this example, three of the members are selected to throw the die, or if you have a lucky bastard on your team, he or she may throw all three times.

The dices are thrown, first one from one team then one from the other team etc.

The one team with the most victories wins, and must watch as the other team must drink their shots.

An again, the losers must pay for the shots, or buy their opponent a drink.

Remarks:

One way to decide which of the Duel games to play, can be to assign a number to each of the games, and then toss a die to get the number for the game to play.

For example:

1 = Single, One on One.

2 = Single, All or nothing.

3 = Team, One on One.

4 = Team All or nothing.

5 = toss again.

6 = Take another drink, then toss again.

When playing “All or Nothing”, and the teams have the same number of victories, for example 2 victories each, You can get the total sum of all the tosses from each team to declare the winner, with the one with the highest number being the winner.

These games are not optimal for the “Drunk as a Dodo!”, but You can play if You really need to.

Toss a die to decide, and if You get the “D” on the Black die, the “6” on the White die, or the “A” on the Green die, You can play.

07. Drunk as a Dodo!

When this card is drawn, then You know You are in trouble.

This card means that You will have to select a drinking game, and play the drinking game for as many rounds as are needed to declare one or more of the participants as a “Dodo”.

For each round, all but the winner is given a letter, first the letter “D”, then the letter “O”, then another “D”, and finally the last “O”.

This will at least take four rounds to achieve, and most likely a lot more, depending upon the number of participants, and their luck.

The person who first becomes a “Dodo”, is the loser, and can either pay for all the rounds, or pay for the next round, or whatever.

By the time the loser is declared, most of the participants will be “Drunk as a Dodo!”, which, of course, is the whole point.

To select a game to play, You have three options:

A. Game pre-set.
B. Toss White die.
C. Draw a card.

A. Game pre-set:

Here the group have agreed upon which game to play if the “Drunk as a Dodo” card turns up.

This will normally be a beer drinking game, such as “The finger” or “Toby’s dicey drinking game, beer”, since it will not get people too drunk too fast.

Shot games should be avoided, especially “Shotgun, double barrel”, as the results may be catastrophic.

B. Toss White die:

Here the White die is tossed, and the number it turns up is found on the SynchroNewCity 2 Go! Cheat Sheet, under the heading “Drinking games”.

For example6 for Duel. You can then toss the white die again, in order to select which of the versions of the game to play.

C. Draw a card:

Here one of the participants draws a card from the Drinking Game Cards, and the selected game is played.

Note: If there are many participants, it may be necessary to write down the name of each of the participants, and their Dodo letters, as it will be difficult to keep track after a few rounds, as people get more and more drunk.

If Your gang is more interested in drinking than walking, they might want to do a “Drunk as a Dodo!” round when they draw any of the drinking game cards.

To check if You should play the Dodo version, You can either toss the black die, and if the letter “D” on the Black die turns up, You can play the “Drunk as a Dodo!” version of the drinking game.

Alternatively, if You do not have a Black die, You can use the White die, and play the game if You get a 6, or use the Green die, and play if You get “A”.

Appendix 5: Activity Cards - Direction Cards.

The direction cards are used as alternative methods to get a direction to go in during the game.

May contain any suggestions and activities, depending upon user preferences, equipment and game theme.

Since our Synchronicity game brings you down the rabbit hole, referring to “Alice in Wonderland”, our Direction Cards suggestions have a hint of wonderland magic to them.

In the cheat sheet only six of the following suggestions are used, but you may change these as you please.

The Cheat sheet has the following numbered activities:

1 = Take the Red pill.

2 = Take the Blue pill.

3 = One to make You Small.

4 = One to make You tall.

5 = Ask the Mad Hatter.

6 = Ask the "Cheshire-Cat"

If You print the activity cards, you are not limited to using only 6 activities. The Cheat sheet list is only used so that the die can randomly select an activity.

These activities do not require any special equipment.

You will find the cards in Bonus 8 – Direction card templates in the Bonus section.

Note that some of the Direction cards must be used with special equipment, such as special dices, peg spinners etc.

If You have printed all the cards, but does not have the equipment, it is recommended that You remove the cards that You cannot use prior to beginning the game.

This appendix contains two direction card lists, Hereunder:

A. Basic Direction cards, requiring no special equipment.
B. Special equipment Direction cards, requiring some special gadget.

Basic Direction Cards.

The following cards can be used without any special equipment.

01. Take the red pill!

Follow from a safe distance a stranger that wears a red item.

Toss the white die to get a time or distance to follow the stranger.

02. Take the Blue pill!

Follow a stranger from a safe distance that wears a blue item.

Toss the white die to get time or distance to follow the stranger.

03. One that makes you small!

Find a stranger that is taller than you, and ask for directions, then toss the white die for time/distance to walk in the given direction.

Alternatively, get the tall stranger to toss the White die.

04. One to make you tall!

Find a person that is lower than you, and ask for directions. Toss the white die for time/distance to walk in the given direction.

Alternatively, get the short stranger to toss the White die.

05. Ask the mad hatter.

Find a stranger that have some kind of headgear. Ask stranger for direction, and toss the white die for time/distance to go in given direction.

Alternatively, ask the “Mad Hatter” to toss the White die.

06. Ask the "Cheshire-Cat"

Find a stranger smiling like the Cheshire-cat, and ask for directions.

Toss the white die to get the time/distance to walk in the given direction.

Alternatively, ask “Smiley” to toss the White die.

07. Ask the white rabbit 1 - Hours.

Find a stranger that wears something white. Ask the stranger for the time. go in the direction indicated by the hour hand (12 - forward, 3 - Right, 6 - Back and 9 - Left). and then toss the white die for time or distance to walk in the given direction.

Alternatively, get the “White Rabbit” to toss the White die.

08. Ask the white rabbit 2 - Minutes.

Find a stranger that wears something white. Ask the stranger for the time. go in the direction indicated by the minute hand (00 = 12 = forward, 15 = 3 = Right, 30 = 6 = Back, and 45 = 9 = Left). and then toss the white die for time or distance to walk in the given direction.

You may also ask the stranger to toss the White die.

09. Head off!

Find the red queen (A female stranger dressed in red) and "head off" in the direction her head (face and nose is pointing.

Toss the white die to get time/distance to walk in the given direction.

10. Chase the sun!

Go in the direction of the sun.

Cast the White die to get Distance or time to walk.

11. Chase the moon!

If You can see the moon, go in that direction, if not, walk in the opposite direction of the sun.

Cast the White die to get time or distance to walk.

12. The way of the White die!

All possible ways are given a number.

If between 1 to 6, cast white die once, if between 7 and 12, toss the White die twice.

A participant cast the White die, turning up a number, if the number is higher than the total number of ways, toss again, if not, go in the direction given by the White die.

Cast the White die again to get the distance or time to walk.

13. Green magic mirror.

One participant cast the Green die, but due to the “Magic mirror”, You go in the opposite direction, so if Left, go Right, If Forward, go Back, if Ask a stranger, Follow white rabbit.

The White die will give You the distance or time to walk.

14. Follow white rabbit!

Here you find someone wearing something white, and follow the “White rabbit” from a safe distance.

Toss the white die for time or distance to follow.

15. Blind spin!

Here the one that tossed the die or drew the card closes eyes and spins around, then stops and point in one direction before opening eyes.

Go in the indicated direction.

Toss the white die to get distance or time to walk.

16. Bunch spin!

All the group raises hands and spins around with closed eyes until the one that tossed the die or drew the card yells “point”.

Everybody then stops and points in their own preferred direction before opening eyes.

The direction with the most hands is selected, if two directions have the equal number of hands, then toss die for odds or even.

Toss the white die for distance or time to walk in the given direction.

B. Special equipment Direction cards.

The following cards requires special equipment in order to be used.

Use these cards only if You have the required equipment.

The extra equipment allows for a more varied and fun way to find directions, and are a great way to randomize Your wayfinding.

The special equipment may include spinners, special dices and coins or tokens.

If You have a peg spinner:

01. Long or short peg?

Spin the peg spinner, and while the peg spinner is spinning, ask one of the participants for long or short, and when the peg spinner stops and lies on the side, You go in the given direction, either long or short, as selected by the participant.

Toss the White die to get time or distance to walk in the given direction.

02. Long peg.

Spin the peg spinner, and when it stops, go in the direction that the long peg points.

Toss the White die to get time or distance to walk in the given direction.

03. Short peg.

Spin the spinner, and when it stops, go in the direction the short peg points.

Toss the White die to get distance or time to walk.

Peg spinner or fidget spinner:

This requires a peg spinner or finger spinner that has been painted with arrows in different colours.

The number and colours of the arrows is up to You.

04. Colour spin.

The spinner is spun, and while spinning, one participant is asked for one of the colours on the spinner.

When the spinner stops, You walk in the direction that the selected coloured arrow points.

The White die is cast to get time or distance to walk.

Peg spinner or fidget spinner:

This requires that You have a peg spinner or a fidget spinner that has numbers painted on it.

May be painted as numbers or pips.

How many numbers you use may depend upon the size of the spinner.

05. By the numbers!

Spinn the spinner, and while spinning, ask one of the participants for a number within the range of numbers on the spinner.

The participant selects a number, and when the spinner stops, You walk in the direction that the selected number was pointing.

The White die is cast to get time or distance to walk.

Special dice:

The game can be used with special dices, such as the D8, D12 and the Yes or No die.

In some instances, the White die can be used as a substitute, but it is always more fun with more different equipment, as it makes things more random.

D8 die:

This requires that You have a D8 die, and the D8 die is used to give compass directions, and a compass should be used to get the correct cardinal direction.

06. D8 Compass rose.

A participant cast the D8 die, which turns up a number or cardinal direction.

You then may use a compass to get the correct heading, or use “Forwards” as North, South as Back etc.

The white die is cast to give You time or distance to walk.

D12 die:

This requires that You have a D12 die, alternatively, toss the White die twice.

07. D12 – Clock spin!

All possible ways to go is given a number.

One participant tosses the die to get a number.

The participant then points one arm to the forward direction and starts counting, forwards being one, and then counts clockwise until the number that was turned up by the die is reached. You then walk in that direction.

The White die is cast to get distance or time to walk.

08. D12 – Clock dial.

The D12 die is cast, and turns up a number. You then imagine the street as a clock dial, with forwards being 12, Right is 3, Back is 6 and Left is 9.

You then go in the direction that was indicated by the die.

The white die is cast to get time or distance to walk.

Coin/token or Yes/No die:

This requires that You have a coin or token, also called a D2, since it has two sides, normally Heads or Tails, Yes or No or similar.

The D6 Yes or No die may also be used.

09. Heads or tails?

Start by numbering the exits.

If a regular coin, select what is to be Yes or no, Heads or tails.

If You have a Yes and no coin or die, then You are alright.

You then ask the question “should we take way one?”, and then flip the coin. If Yes, then go in that direction, if No, another participant ask Should we take way 2?” and then flip the coin, and if Yes, go in that direction, if No, another participant tries.

Continue until You get a direction to walk in.

The White die is then cast to get the time or distance to walk.

Appendix 6: Activity Cards - Playtime Cards.

This is a suggestion of the Playtime cards used in the game.

The games have an “Alice in Wonderland” theme to them, to keep in spirit with the rest of the game.

Playtime cards may be printed out, or used with the cheat sheet list where a die is thrown, and You play the game that the die number indicates.

The six games are as follows:

1 = Play time – White rabbit aka Frozen tags.

2 = Play time – Red Queen aka Red light - Green light.

3 = Play time - Dodo Dice colour race.

4 = Play time - Who stole the dice?

5 = Play time - Say what I say, do what I say.

6 = Play time - The queen commands (aka Simon says).

You will find printable cards in the Bonus 9 – Playtime Game Cards template in the Bonus section.

You may of course come up with Your own games that you prefer, and generate a new list.

If coming up with your own games, try to find games that does not require any special equipment, and can be played anywhere.

The playtime game cards:

1. **Play time – White rabbit aka Frozen tags.**

The participant who drew the card becomes the White Rabit, and the White Rabit also throws the White die to get the time duration to play the game.

The White Rabit must chase the other participants and tag them. When the White Rabit tags another person, the White Rabbit says “Rabbit”, and the person who was tagged Freezes, and cannot move.

The tagged person stands frozen until another participant tags them and says “Free!” or until the White Rabit has tagged all the participants.

The game is played for the time duration assigned by the White die, and a timekeeper says start, to start the game and timer, and Stop, when the time has run out, and the game stops.

2. **Play time – Red Queen aka Red light - Green light.**

Here the one participant that drew the card is assigned the role as the Red Queen, and must also throw the White die to get a time duration for the game. The Red queen is placed at one end of a large square.

The other participants are at the other end of the square facing the queen.

The time keeper starts the timer and announces “Start game!”.

The queen then turns around, facing away from the other participants, and says “Go!” and the participants tries to get up to and touch the Queen, and take her position, so when the queen says Go - Dodo! The participants move as close as possible.

The queen on the other hand will randomly turn around and say “Red!” and the other participants must then immediately freeze, and if the Red Queen sees any of the participants moving, the queen says “Red – Off with his/her head!” and points at the person moving, who must then return to the start point.

The queen then turns around again and says “Go - Dodo!” and the participants move closer to the queen again.

This continues until one of the participants are successful in reaching and touching the Queen.

This person is the winner, and takes over as the red Queen.

The game is played according to the time given by the White die, and the Time keeper declares Stop game! When the time has run out.

3. **Play time - Dodo Dice colour race.**

(The one who tossed the die, takes up position at a given start line, and the six coloured dices are placed evenly spaced 5 to 10 meters away, depending on your area. one person writes down a colour sequence three to five colours, with regards to the colours of the dices, for example four, green, blue, black and white. The more dices the harder to remember.

When the dies have been placed and the runner is ready, the colour sequence is called out once. and the runner must run to the dices, pick the first die, and return, place the die down on the ground and then get the next die, return with it and place it next to the first one.

The runner collects all the dices called out, and must get them and place them in the correct order. If the runner fails, the runner is assigned the letter D, and must try again. For each time a runner fails the runner gets an additional letter, until the runner has failed four times, earning the title of Dodo. If the runner succeeds then another participant is given a new colour sequence and must try, continue for a given time or until one has become a Dodo and is declared the looser, or until only one remains that is not a Dodo, who is declared the winner. game will become more difficult the drunker the runner gets. Remember to retrieve all dices before walking on.

4. **Play time - Who stole the dice?**

(The mad hatter asked twice, who stole my dice?

the one who threw the die, becomes the mad hatter, and is given the white die. The mad hatter then places the white die on the ground in front of him and must then turn around and face the wall. the white die is then taken by one of the other participants, and all the participants stands side by side, and hides their hands behind their back and tries to look guilty. The mad hatter then turns around and have two guesses to who stole his die. If he guesses right, then the one who has the die becomes the new mad hatter, if he guesses wrong, then the mad hatter is given the white die and the game starts again.

5. **Play time - Say what I say, do what I say!**

A great game to synchronise the group.

The tosser of the die becomes the Red queen, ang gets to boss people around.

Four options:

1. Say what I say, do what I say- Here the group say the same as what the queen says, and at the same time they do what she says.

Example, The queen says Say what I say, Do what I say, and then she says "Jump right, then the entire group says Jump right at the same time as they jump to the right.

2. Say the opposite of what I say, do what I say, Example queen says jump left, then the group says jump right while they jump left.

3. Say what I say, do the opposite of what I say, here the queen says jump forward, and the group says jump forward, while the group jumps backwards.

4. Say the opposite of what I say, do the opposite of what I say, if the queen says jump backwards, the group says jump forward, an as they jump forward.

Anyone failing to do the correct wording/movement, is given a letter each time they fail. 1st, D, 2nd is O, 3rd, is D, and the 4th is O, spelling DODO.

Once a dodo, you are extinct and out of the game.

Continue for a given time or until only one person is left, which is the winner, and may become the new queen.

6. **Play time - The queen commands (Simon says)**

Here the one who tossed the die becomes the queen, and gets to boss everybody around, as they must follow her commands. The queen says "The queen commands - insert action here", for example “everybody jump to the left!” and everybody must jump to the left. The queen can also fool her subjects by not saying "the queen commands", for example just saying Jump on one leg. If anyone jumps then they have failed. For each time they fail, they are given a letter until they have failed four times, and ends up a DODO. once a dodo, they are extinct and out of the game. Continue for a given time or until only one remains that is not a dodo. this becomes the new queen or the winner.

Appendix 7: The D30 Random Cheat Sheets.

In order to fit all the alternatives from the D6 to the D30, all options with 6 blocks or minutes have been excluded.

This appendix contains a D30 random Cheat sheet list for the Green, Blue, Red and a Mixed die.

These lists should be used with designated D30 dices, in their respective colours, if possible.

The Mixed D30 list can be used with any colour D30 die.

Green D30 die Random list:

01. Right 2.
02. Back 4.
03. Forward 1.
04. Left 1.
05. Forward 3.
06. Left 3.
07. Ask/Alcohol/Activity die (red die) 4.
08. Ask/Alcohol/Activity die (red die) 2.
09. Forward 5.
10. Back 2.
11. Right 4.
12. Ask/Alcohol/Activity die (red die) 3.
13. Left 4.
14. Back 5.
15. White rabbit/W. C./Waterhole/Where now? (blue die)5.
16. Ask/Alcohol/Activity die (red die) 1.
17. White rabbit/W. C./Waterhole/Where now? (blue die) 1.
18. Right 5.
19. Left 5.
20. White rabbit/W. C./Waterhole/Where now? (blue die)3.
21. Ask/Alcohol/Activity die (red die) 5.
22. Right 1.
23. Right 3.
24. White rabbit/W. C./Waterhole/Where now? (blue die)4.
25. Back 1.
26. Back 3.
27. Forward 4.
28. Forward 2.
29. Left 2.
30. White rabbit/W. C./Waterhole/Where now? (blue die) 2.

Blue D30 die Random list:

01. Dice/draw direction die or card 1.
02. Ask stranger/Drinking game activity card 3.
03. Sign 4.
04. Follow white rabbit 5.
05. Ask stranger/Drinking game activity card 4.
06. Sign 5.
07. Begin Spin 4.
08. Ask stranger/Drinking game activity card 5.
09. Begin spin 1.
10. Sign 2.
11. Wait 3.
12. Begin Spin 2.
13. Sign 3.
14. Dice/draw direction die or card 3.
15. Wait 2.
16. Wait 1.
17. Ask stranger/Drinking game activity card 1.
18. Follow white rabbit 2.
19. Wait 4.
20. Begin spin 5.
21. Begin Spin 3.
22. Follow white rabbit 4.
23. Wait 5.
24. Dice/draw direction die or card 4.
25. Follow white rabbit 3.
26. Dice/draw direction die or card 2.
27. Sign 1.
28. Follow white rabbit 1.
29. Dice/draw direction die or card 5.
30. Ask stranger/Drinking game activity card 2.

Red D30 Die Random List:

01. Draw playtime card 5.
02. Manifestation 1.
03. Give compliment to stranger 5.
04. Give compliment to stranger 4.
05. Toss die to select Playtime card 3.
06. Follow the leader 4.
07. Toss die to select Playtime card 4.
08. Draw a direction card or Drink/dine 1.
09. Toss die to select Playtime card 5.
10. Draw playtime card 2.
11. Draw a direction card or Drink/dine 5.
12. Follow the leader 5.
13. Give compliment to stranger 2.
14. Toss die to select Playtime card 2.
15. Follow the leader 1.
16. Manifestation 5.
17. Manifestation 2.
18. Draw a direction card or Drink/dine 2.
19. Draw playtime card 1.
20. Give compliment to stranger 1.
21. Draw a direction card or Drink/dine 3.
22. Draw playtime card 3.
23. Give compliment to stranger 3.
24. Manifestation 3.
25. Follow the leader 3.
26. Draw playtime card 4.
27. Follow the leader 2.
28. Manifestation 4.
29. Toss die to select Playtime card 1.
30. Draw a direction card or Drink/dine 4.

D30 Mix Random List:

01. Toss die for playtime card.
02. Follow white rabbit 1.
03. Left 2.
04. Ask a stranger 1.
05. Draw a playtime card.
06. Back 3.
07. Get a drink.
08. Right 2.
09. Back 1.
10. Right 3.
11. Toss die for Drinking game card.
12. Look for sign.
13. Give compliment to stranger.
14. Ask a stranger 2.
15. Draw a Drinking game card.
16. Toss die for direction card.
17. Left 3.
18. Find a waterhole/WC.
19. Forward 2.
20. Follow white rabbit 2.
21. Left 1.
22. Right 1.
23. Wait.
24. Back 2.
25. Forward 3.
26. Begin spin.
27. Follow the leader.
28. Draw a Direction card.
29. Manifestation.
30. Forward 1.

Appendix 8: The D60 Random Cheat Sheet:

This is the Cheat sheet list for the D60 die.

You may use a D60 die of any color.

To Use, toss the die, and observe the number on the die.

Find the same number in the list, and perform the given task.

D60 Mixed die Random List:

01. Follow white rabbit 1.	31. Find a waterhole/WC.
02. Back 4.	32. Wait 2.
03. Get a drink/dine.	33. Ask a stranger 1.
04. Ask a stranger 3.	34. Follow the leader 2.
05. Toss die for Drinking game card.	35. Follow the leader 4.
06. Follow the leader 1.	36. Right 4.
07. Manifestation 1.	37. Toss die for direction card.
08. Right 1.	38. Back 5.
09. Help someone.	39. Look for sign 4.
10. Right 3.	40. Wait 1.
11. Left 2.	41. Follow white rabbit 4.
12. Follow white rabbit 3.	42. Begin spin 2.
13. Manifestation 2.	43. Follow the leader 3.
14. Back 2.	44. Right 2.
15. Follow white rabbit 2.	45. Back 3.
16. Look for sign 1.	46. Look for sign 3.
17. Forward 5.	47. Left 3.
18. Forward 3.	48. Left 1.
19. Blind spin 4.	49. Draw a Direction card.
20. Ask a stranger 2.	50. Draw a Drinking game card.
21. Look for sign 2.	51. Ask a stranger 5.
22. Forward 2.	52. Manifestation 3.
23. Right 5.	53. Wait 3.
24. Left 4.	54. Manifestation 4.
25. Begin spin 3.	55. Forward 1.
26. Left 5.	56. Wait 4.
27. Toss die for playtime card.	57. Draw a playtime card.
28. Forward 4.	58. Begin spin 1.
29. Back 1.	59. Give compliment to stranger.
30. Ask a stranger 4.	60. Follow white rabbit 5.

Appendix 8: The D60 Random Cheat Sheet:

This is the Cheat sheet list for the D60 die.

You may use a D60 die of any color.

To Use, toss the die, and observe the number on the die.

Find the same number in the list, and perform the given task.

D60 Mixed die Random List:

02. Follow white rabbit 1. 02. Back 4. 03. Get a drink/dine. 04. Ask a stranger 3. 11. Toss die for Drinking game card. 12. Follow the leader 1. 13. Manifestation 1. 14. Right 1. 15. Help someone. 16. Right 3. 11. Left 2. 12. Follow white rabbit 3. 13. Manifestation 2. 14. Back 2. 15. Follow white rabbit 2. 16. Look for sign 1. 17. Forward 5. 18. Forward 3. 19. Blind spin 4. 20. Ask a stranger 2. 21. Look for sign 2. 22. Forward 2. 23. Right 5. 24. Left 4. 25. Begin spin 3. 26. Left 5. 27. Toss die for playtime card. 28. Forward 4. 29. Back 1. 30. Ask a stranger 4.	31. Find a waterhole/WC. 32. Wait 2. 33. Ask a stranger 1. 34. Follow the leader 2. 35. Follow the leader 4. 36. Right 4. 37. Toss die for direction card. 38. Back 5. 39. Look for sign 4. 40. Wait 1. 41. Follow white rabbit 4. 42. Begin spin 2. 43. Follow the leader 3. 44. Right 2. 45. Back 3. 46. Look for sign 3. 47. Left 3. 48. Left 1. 49. Draw a Direction card. 50. Draw a Drinking game card. 51. Ask a stranger 5. 52. Manifestation 3. 53. Wait 3. 54. Manifestation 4. 55. Forward 1. 56. Wait 4. 57. Draw a playtime card. 58. Begin spin 1. 59. Give compliment to stranger. 60. Follow white rabbit 5.

Appendix 9: The D100 Random Cheat Sheet:

This appendix contains the D100 random Cheat sheet.

Can be used with any color die.

To use, toss the die, check the number on the die, and find the corresponding number in the list, and then perform the given task.

Enjoy!

D100 die Random list:

01. Get a drink/dine. 02. Back 1. 03. Give compliment to stranger. 04. Take the red pill 1. 05. Right 2. 06. Ask a stranger 3. 07. Help someone. 08. Toss die for Drinking game card. 09. Play “Who stole the die?” 1. 10. Left 2. 11. Play “Say what I say, do what I do” 3. 12. Forward 5. 13. Wait 4. 14. Follow the leader 2. 15. Ask the Cheshire-Cat 1. 16. Back 3. 17. Manifestation 4. 18. Follow white rabbit 2. 19. Ask a stranger 4. 20. Ask the Cheshire-Cat 3. 21. One to make You tall 1. 22. Wait 3. 23. Follow the leader 4. 24. One to make You small 3. 25. Right 1.	26. Begin spin 4. 27. Take the blue pill. 28. Begin spin 3. 29. Right 3. 30. Give compliment to stranger. 31. Wait 1. 32. Play “White rabbit” (Frozen tags) 3. 33. Left 5. 34. Take the blue pill 2. 35. Play “Red Queen” (Red light – Green light) 1. 36. Toss die for Drinking game card. 37. Play “White rabbit” (Frozen tags) 2. 38. Manifestation 2. 39. Begin spin 1. 40. Right 5. 41. Draw a Drinking game card. 42. Back 5. 43. One to make You small 2. 44. Follow white rabbit 4. 45. Get a drink/dine. 46. Help someone. 47. Ask a stranger 1. 48. Look for sign 2. 49. One to make You small 1. 50. Ask the Mad hatter 2.

D100 die Random list Continued:

51. Play “the red queen commands” (Simon says) 2. 52. Play “White rabbit” (Frozen tags) 1. 53. Draw a Drinking game card. 54. Manifestation 1. 55. Ask the Mad hatter 1. 56. Right 4. 57. One to make You tall 3. 58. Take the blue pill 3. 59. Look for sign 4. 60. Play “Red Queen” (Red light – Green light) 3. 61. Begin spin 2. 62. Look for sign 3. 63. Ask the Cheshire-Cat 2. 64. Left 1. 65. Wait 2. 66. Follow white rabbit 5. 67. Play “the red queen commands” (Simon says) 3. 68. Find a waterhole/WC. 69. Take the red pill 2. 70. Left 4. 71. Follow white rabbit 3. 72. Play Dodo coloured die egg race 3. 73. Play “Who stole the die?” 3. 74. Play “Red Queen” (Red light – Green light) 2. 75. Play “Say what I say, do what I do” 1.	76. Play “the red queen commands” (Simon says) 1. 77 Follow white rabbit 1. 78. Play “Who stole the die?” 2. 79. Forward 2. 80. Take the red pill 3. 81. Ask the Mad hatter 3. 82. Forward 3. 83. Forward 1. 84. Play Dodo coloured die egg race 1. 85. Follow the leader 3. 86. Back 4. 87. Left 3. 88. One to make You tall 2. 89. Follow the leader 1. 90. Ask a stranger 2. 91. Forward 4. 92. Ask a stranger 5. 93. Help someone. 94. Give compliment to stranger. 95. Look for sign 1. 96. Find a waterhole/WC. 97. Play “Say what I say, do what I do” 2. 98. Manifestation 3. 99. Back 2. 00. Play Dodo coloured die egg race 2.

The Bonus Section:

This section contains some extra dice fun for You to enjoy.

Some of the Bonuses have been extracted from different Dice related publications, and we encourage You to seek out these authors and their publications for further information and enlightenment.

It contains the following:

Bonus 1: The Basic Dice Walk.

Bonus 2: The Art Of The Die.

Bonus 3: Dice Divination.

Bonus 4: All-Action Random Numbers Sheet Sixpack.

Bonus 5: Block/Time Random Half Number Sheet Sixpack.

Bonus 6: Block/Time Random Minimum Number Sheet Sixpack.

Bonus 7: Drinking Game Card Templates.

Bonus 8: Direction Card Templates.

Bonus 9: Playtime Game Card Template.

Enjoy!

Bonus 1 The basic dice walk.

This is a way to randomly explore a city or area, where the randomness is created by rolling a die for directions.

The basic dice walk is played with only one die, but may also be played using two dices.

In this dice walk, You never go back, only forwards.

Here You walk along until You come to an intersection, junction or at a part where the road or path splits off in two or more directions.

You then let the die decide which direction to take.

The game can be played using one or two dice.

1. **Using one die:**

If the road split off in two directions, then odds and even are used for Left or Right.

1, 3 and 5 is Left, and 2,4 and 6 is Right.

Alternatively, You might use 1, 2 and 3 for Left, and 4, 5 and 6 for right.

In some version of this game, if there is a
side street to the left, and the road straight ahead, then 1 and 2 is used for Left, and 3,4, 5 and 6 is used for straight ahead, and if a side street to the Right, then 5 and 6 is used for Right, and 1, 2, 3 and 4 is used for straight ahead.

If three exits, then 1, 2, and 3 are used, where 1 and 6 is 1, 2 and 5 is 2, and 3 and 4 is 3.

Alternatively, You may use 1 and 2 for Left, 3 and 4 for Straight ahead, and 5 and 6 for Right.

If 4 exits, then the exits are given the numbers 1 to 4, and if the die land on 5 or 6, the die is cast again, this continues until You get a number between 1 and 4.

Alternatively, you might toss the die twice, and add the two numbers.

For the first road, 1, 2 and 3 are used, for the second road, 4,5 and 6 are used, for the third road, 7, 8 and 9 are used, and for the fourth road, 10, 11 and 12 are used.

If the first throw shows 2, and You get 6 on the second throw, then the total is 2+ 6 = 8, and You then go on the road that corresponds to 8, in this case road 3.

Another alternative may be to give the exits furthest to the left the number 1 and 2, while the exits furthest to the right the numbers 5 and 6, and if the die lands on 3 You toss the die again to choose between the left roads, 1 and 2, and if the die lands on 4, You toss again to choose between the exits to the Right, namely 5 and 6.

Here odds and even, high or low etc may be used to select exit.

If 5 exits, then these are given a number from 1 to 5, and if the die lands on 6, You tossed again until You get a number between 1 and 5.

If 6 exits, no problem, just assign a number to each road.

but if seven or more, You will have to throw the die twice.

If, for example, You have 8 exits, and The numbers on the dice totals 11, then You can either toss again until You get a number between 1 and 8, or You can continue the count, so that 9 is 1, 10 is 2 and 11 is 3, and then take the third exit.

You can also go up or down, where the low numbers, 1 to 3, are used for down, and 4 to 6 are used for up.

In shopping malls and the likes, where you can go down, stay on the level, or go up, 1 and 2 are used for Down, 3 and 4 are used for Stay on level, and 5 and 6 are used for go Up.

Please note that the road that You came, is not counted when counting roads You can go.

Even though You cannot go back, the die has a tendency to send You in circle back to a place You have been before.

Some games do not allow You to take the same path twice, so if You have looped back to a position where you have been before, You are not allowed to go the same pat that brought You back, and that option is excluded when You continue tossing the die.

This game ends when You have ended up in a dead end, with no further possibilities to go forward.

This game may be used with the Popsicle stick and rubber band, if You wish to include using public transport or drop in on pubs and bars.

2. **Using two dices:**

As mentioned, the game may also be played with two dices.

Here odds and even are used for right or left, or Yes or no.

Another alternative is to toss one die for road 1 and another die for road 2, and then go the way with the highest number, for example, if the die for road 1 turns up a 4, and road 2 die turns up a 3, then take road 1.

If You get identical numbers, such as two 5, then toss again, or use it as “Ask a stranger or Follow White Rabbit”.

If three exits, then low, middle and high is used.

Here 1 to 4 is low, 5 to 8 is middle, and 9 to 12 is high.

If four ways, then 1 to 3 is road 1, 4 to 6 is road 2, 7 to 9 is Road 3 and 10 to 12 is road 5.

Fun fact:

Wheel of time fans may remember that Mat, Tom and Noal used this method to find their way through the tower of Ghenjei to rescue Moiraine (Book 13).

The trio used a pair of dice to find their way by assigning to each of the four ways they could walk (Left, forward, right and back) three numbers each using two dice. 1, 2 and 3 was Straight or Forward, 4, 5 and 6 was Right, 7, 8 and 9 was back, and 10, 11 and 12 was left.

If 5 ways, we skip the 1, since it cannot be tossed with two dices.

Use 2 and 3 for road 1, 4 and 5 for road 2, 6 and 7 for road 3, 8 and 9 for road 4 and 10 and 11 for road 5.

If You get 12, then toss again, or follow white rabbit.

If six roads, use 1 and 2 for road 1, 3 and 4 for road 2, 5 and 6 for road 3, 7 and 8 for road 4, 9 and 10 for road 5 and finally 11 and 12 for road 6.

If 7 or more, give each road a number, and if the dices land on a number higher than the number of roads, toss again until You get one of the road numbers.

Remember that You cannot get just 1 with two dice, so, the first number that is higher than the number of roads will be used as 1, for example if there are 7 exits, then 8 will be used as 1.

High or low is used for down or up.

The low numbers are 1 to 6, while the high numbers are 7 to 12.

Alternatively use odds or even, where the odd numbers are down and the even numbers are up.

If at a shopping mall or the likes, where you may go down, stay on level or go up, use low, medium and high.

Here 1 to 4 is low, or Down, 5 to 8 is medium, or Stay on level, and 9 to 12 is high or Up

Yes or no answers can be decided in several ways, either by odds or even or high or low numbers.

Some gamers also use double numbers such as two ones (aka Snake eyes) or double sixes or any other double numbers as “Follow the white rabbit”.

You then follow a person who appears to know where they are going.

You must then toss a die to see how far or for how long to follow the white rabbit.

Note: If You for example use “Snake eyes” for “Follow the white rabbit”, then this should not be used when any road option is only 1 or 2, since You cannot throw 1 with two dices, and if Snake eyes is follow the white rabbit, then there is no practical way to select the road assigned to 1 and 2.

You may assign different functions to the different double numbers if You want.

For example, Snake eyes may be “Follow the White rabbit”, while double sixes may be “Ask a stranger”, and so on.

Use Your imagination and have fun!

Source: http://www.infoflow.com/larnie/dicewalk/rules.html

Bonus 2 – The Art of the Die.

Taken from the book “The dice man” by Luke Rhinhart.

'The Dice Man is a creature whose actions are decided from day to day by the roll of dice, the dice choosing from among options created by the man.

If You believe that each of your desires is as arbitrary, meaningless and trivial as the next, and in some sense, it makes absolutely no difference what you do or don't do, then why not let the flip of dice - chance - decide what you do?

Why not let chance, a pair of dice, decide your life?'

The dice-life is related to having faith, to religion, to genuine religion.

A healthy scepticism is an essential ingredient of genuine religion.

Christ's message is clear: you must lose yourself to save yourself.

You must give up personal, worldly desires, become poor in spirit.

By surrendering your personal will to the whim of the die you are practicing precisely that self-abnegation prescribed in the scriptures.

The only salvation lies in having faith, Faith in God.

Not a sparrow falls to the ground that God does not see.

Can a single die fall to the table unseen by God?

God can do all things - no purpose of His can ever be thwarted.

We must despise ourselves and lose ourselves if we are to be saved.

God sees the tiniest sparrow fall.'

The tiniest die tumble upon the table.

He will always know what options you have given to the Die.

The reason you must have faith in the Die is simple - The Die is God!

How to become a Diceperson:

Becoming a dice person is easy.

It is basically a three-step method:

1. Define the options.
2. Cast the die.
3. Perform the task.

1. **Defining the options:**

The Dice person lets the die take the decisions.

This can be in form of simple Yes or No answers, such as should I go to the party?

The Yes or No answer may be decided using Odds or Even, or High or Low numbers on the die.

The diceperson may also choose options from a single list, limiting the options to 6 possibilities, or use multiple lists, depending upon how many options the Dice person wants.

The options may be anything You like, for example what movie to see, what to eat, whom to kill, what sex position to use and so on.

You may create either a single list, or multiple lists, depending upon Your needs.

Single list:

Take out a pen and write out the numbers one to six.

Fill in each number with any option You may desire.

The options should be imaginative and daring.

Let us say You wonder what to do on a Friday evening.

You may come up with the following alternatives:

1 – Go to a bar.

2 – Go to a movie.

3 – Eat out.

4 – Stay home and watch TV.

5 – Call an old friend.

6 – Go to a sports event.

Once You have filled in the 6 options, You toss the die.

2. **Cast the die:**

When casting the die, You may say simply: "Not my will, Die, but Thy will be done!”.

The die will come up with a number, and You find the corresponding number on the list, and then performs the task the option dictates.

3. **Performing the task:**

This must be done without hesitation.

You must put Your trust in the die, and respect the choice of the die.

Remember “Die is God!”.

For example, You may end up with “Go to a movie”, and You then must find a movie, and attend it, and then see where or what it brings You.

Do not choose another option than the one selected by the die, as this will be a direct violation of the will of God.

Once a particular option has been performed, You must then consult the die again.

Multiple lists:

You can have multiple lists to select options from.

The normal set of multiple list options is 6 lists with a total of 36 options.

Create six different list numbered 1 to 6.

On the six lists, You fill in 6 options on each list, numbered from 1 to 6.

This will give you a total of 36 options.

Let us use the example from the single list:

1 – Go to a bar.

2 – Go to a movie.

3 – Eat out.

4 – Stay home and watch TV.

5 – Call an old friend.

6 – Go to a sports event.

cast a die to see from which of the six lists the die would choose an option.

Below is the above-mentioned list with the added options:

1 – Go to a bar:

- 1. Blue oyster bar.
- 2. Hard Rock Café.
- 3. Hooters.
- 4. Dubliner.
- 5. Harleys.
- 6. The Crow bar.

2 – Go to a movie:

- 1. Lethal weapon 7.
- 2. Gremlins 5.
- 3. Home alone 6.
- 4. Aliens 13.
- 5. Terminator 9.
- 6. Toy story 8.

3 – Eat out:

- 1. Indian house.
- 2. Thank God its Friday.
- 3. Burger king.
- 4. Hard rock café.
- 5. Saigon restaurant.
- 6. Taco bell.

4 – Stay home and watch TV:

- 1. Game of thrones.
- 2. Wheel of time.
- 3. The history channel.
- 4. The cooking channel.
- 5. 50 Shades of grey.
- 6. Disney channel.

5. Call an old friend:

- 1. Anna.
- 2. Bob.
- 3. Charlize.
- 4. Dave.
- 5. Edina.
- 6. Fiona.

6 – Go to a sports event:

- 1. A Hockey game.
- 2. A Basket game.
- 3. Female mud wrestling.
- 4. A Baseball game.
- 5. Indy 500.
- 6. Nude speed roller skating.

Cast the die a second time, and observe the number the die turns up.

The corresponding number is then found on the list that was indicated by the first throw of the die.

Let us say that the first die turned up 6, which said “Go to a Sports event”.

And the second die ends up on 3, which is “Female mud wrestling”.

Perform the task, by going to a female mud wrestling event wherever You may find it.

See what the event brings You, and then consult the Die again if You are bored.

If You like, You may create six new lists to each of the six options on the lists mentioned above, giving You a total of 216 options to choose from.

You may of course not bee that extreme.

You may choose two lists with a total of 12 options.

You then use Odds or even to select the list, and then toss again to select the option on the selected list.

You may have three lists, with a total of 18 options, and here You may either use the 1, 2 and 3 method, where 1 and 6 is 1, 2 and 5 is 2 and 3 and 4 is 3.

You then toss the die again to get the option on the selected list.

You may also use the low, mid and high method, where 1 and 2 is list 1, 3 and 4 is list 2 and 5 and 6 is list 3.

You then toss the die to select an option on the selected list.

You may also toss two dices, or one die twice, and add up the numbers to get the list.

Here 1 to 4 is list 1, 5 to 8 is list 2 and 9 to 12 is list 3.

Toss one die to select an option from the selected list.

You may have 4 lists with a total of 24 options.

Here You first throw two dices, or one die twice, and add up the numbers.

1 to 3 is list 1, 4 to 6 is list 2, 7 to 9 is list 3, and 10 to 12 is list 4.

You then toss the die again to get the option on the selected list.

You may have 5 lists with a total of 30 options.

Here the lists are numbered 1 to 5, and You toss the die, if it lands on 6, then toss again until You get a number between 1 and 5.

Then toss the die again to get an option from the selected list.

If 6 lists, then just cast the die one time first, to select a list, and then toss the die again to get Your activity to perform from the selected list.

Important:

Two principles You always must take care to follow.

First: never include an option You might be unwilling to fulfil.

Every toss of the die should be like Russian roulette, where at least one option is something that You really do not want to do.

All the options are created by the player, and most will prefer “safe” options, that does not challenge their “Status quoe”, but some of them should be terrifying or unpleasant, like stealing something, cleaning the garage, visiting Your mother-in-law for a week, and then the die will select the action You must perform.

The die must always decide, but remember that You control the options.

So do not put murder or rape on the list, if You are unwilling to actually do the crime and serve the time, if You are caught.

On the other hand, it is possible to “load” the odds.

This means that You may “stack” the odds in favour of what You really want.

For example, on 1, you may have Carrot, on 2 and 4 You might have chocolate, while on 3, 5 and 6 You have ice cream.

Here You have 1 to 6 chance to get a carrot, 2 to 6 chance to get chocolate, and 3 to 6 chance to get ice cream.

This gives You a 50 percent chance to get ice cream, 33,3 percent chance to get chocolate, and only 16,7 percent chance to get a carrot.

Second: always begin to fulfil the option without thought and without quibble. The secret of the successful dicelife is to be a puppet on the strings of the die.

If You do not follow the will of the die, You will soon regret it.

Remember, that it is not Your will that has been selected, but the will of god, and who are You to question God?

Bonus 3: Dice divination

This was taken from the book "Fortune telling by dice"

Written by DAVID AND JULIA LINE.

Dice divination of the future can be done with three standard D6 dice and a circle drawn on a paper.

This simple divination method will give You the future for the next seven days.

First create a circle on a paper, the circle should be approximately 18 cm in diameter (7 inches).

once You have your circle on paper, place the paper on a table, and then cast the tree dice into the circle.

Now, some dices may end up inside the circle, some will end up outside the circle, and some might end up on the floor.

All these dices will have different ways of being read and interpreted.

The pips or numbers of the dice inside the circle are added up, and the total number is compared with the number list to get the meaning.

The numbers and their meaning are as follows:

One - The dice have nothing to say.

Two - The dice have nothing to say.

Three - unexpected and surprising development should occur almost immediately.

Four - unpleasantness and probably quarrelling, discord and discontent.

Five - a wish will be granted, good news from a stranger or help from an unexpected quarter.

Six -Discouragement, monetary loss or loss generally.

Seven - problems, difficulties to be overcome, business delay.

Eight - thoughtless action can lead to trouble, reproach chosen.

Nine - an engagement or marriage affecting the subject. Reconciliation

Ten - female - a birth connected with the subject

male - a promotion, or some new approach to a problem will be revealed.

Eleven - a loved one will make a journey, partings.

Twelve - an important letter - possibly containing good news. Message bringing the solution to a problem or relief of mind.

Thirteen - temporary unhappiness, sorrow if you continue with some matter in hand.

Fourteen - a friend will help you overcome a problem.

Fifteen - Caution both in words and deed to avoid trouble and problems.

Sixteen - a journey both pleasant and profitable, terminating in happiness.

Seventeen - a change of mind, benefit from some matter to be concluded shortly.

Eighteen - success, rewards, happiness and almost immediate good fortune to gain ferther insight.

The number of dice that rolls outside the circle have different meanings, which are as follows:

One die outside of the circle - some difficulties, an upset of plans.

Two dice outside of the circle - quarrel and argument.

Three dice outside of the circle - good fortune, a wish granted.

If any dice lands on the floor, it means "Annoyance and worry in the near future".

Bonus 4: All Action random number sheets.

This Bonus contains 6 sheets with 20 lines of numbers between 1 and 6.

These sheets can be printed out and used as a substitute for dices during the SynchroNewCity 2 Go! Game.

The All-Action number sheets must be used along with the SynchroNewCity 2 Go! Cheat sheet, found as appendix 1.

These sheets can also be used with the Blocks/Time half and minimum number sheets found in Bonus 5 and 6.

These random number sheets were generated using the Random Integer Generator, found at WWW.random.org.

You can create any number of random numbers there, depending on your needs and desires.

These sheets were created using 200 numbers between 1 and 6, with 10 numbers in each row.

All Action Random numbers 1.

Magic number:

Magic color:

Here are your random numbers:

1	3	5	2	1	6	1	6	3	6
3	2	6	2	3	6	5	5	6	3
5	6	3	6	2	4	5	5	3	1
3	2	3	4	1	2	5	5	3	4
1	2	3	2	3	2	5	3	1	2
5	3	6	4	2	6	3	3	1	5
6	2	4	4	1	6	2	5	3	3
3	2	1	5	3	6	5	1	4	6
6	6	6	5	2	3	4	5	4	2
6	2	1	2	4	1	2	6	6	4
3	6	3	6	6	3	4	2	2	4
1	2	5	5	6	1	3	6	5	1
5	5	1	1	5	2	1	4	6	2
2	3	5	2	3	1	5	5	1	5
5	1	6	5	6	2	5	5	6	4
5	2	4	5	3	5	3	2	6	5
1	6	5	4	6	4	2	6	6	4
1	4	6	4	4	3	5	5	4	2
6	2	2	6	4	3	2	1	4	4
1	1	5	6	4	4	5	5	2	4

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All Action Random numbers 2.

Magic number:

Magic color:

Here are your random numbers:

1	6	3	6	6	3	3	3	2	6
2	4	6	5	5	1	1	6	3	5
5	5	1	2	2	6	5	5	1	1
4	3	4	1	1	4	2	2	2	1
5	3	2	1	6	3	6	6	4	6
3	2	1	2	2	5	2	4	5	3
4	6	3	6	1	5	5	4	5	5
4	3	5	4	5	3	4	2	3	4
1	6	3	3	3	3	6	3	1	6
6	5	5	4	3	4	4	1	4	4
3	3	2	3	5	2	3	5	6	1
5	5	4	6	2	6	5	3	1	5
2	4	5	5	6	2	4	6	6	3
5	4	6	6	4	6	1	3	4	2
5	1	1	5	5	1	2	3	1	3
4	5	2	6	6	3	5	1	2	5
2	2	3	4	4	3	3	2	4	1
5	6	5	6	3	2	5	4	3	5
5	1	3	4	6	3	4	4	3	3
2	6	2	6	3	2	1	4	6	2

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All Action Random numbers 3.

Magic number:

Magic color:

Here are your random numbers:

1	2	4	4	4	4	6	2	5	3
5	5	1	1	3	3	3	2	3	2
1	1	6	3	2	2	6	2	2	2
2	4	5	5	4	6	6	5	4	3
4	6	5	3	4	4	3	2	1	2
2	6	2	4	4	3	2	4	6	1
5	1	4	2	2	5	2	4	1	6
3	3	2	2	4	5	1	6	3	4
2	1	5	4	1	3	1	2	4	6
1	1	3	2	5	5	4	3	2	6
5	1	1	4	5	1	3	4	5	5
4	2	4	2	6	1	1	1	3	5
2	2	5	4	5	6	4	5	5	1
5	6	3	4	5	1	4	6	1	1
2	1	3	4	3	6	6	2	2	2
1	3	2	3	3	6	6	1	5	3
5	6	2	2	4	4	2	6	2	4
4	6	3	5	5	6	4	2	2	2
6	1	1	3	3	2	4	6	1	2
6	3	2	2	6	6	1	4	1	3

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All Action Random numbers 4.

Magic number:

Magic color:

Here are your random numbers:

5	4	3	1	2	2	3	6	4	5
6	5	4	3	1	2	1	2	1	2
6	5	4	1	5	3	5	5	1	2
5	2	3	6	4	5	5	1	4	4
5	3	6	1	3	3	2	6	3	3
1	2	3	6	4	6	3	1	4	2
4	6	2	6	2	2	2	4	5	5
1	5	5	5	5	5	1	6	2	2
1	4	5	3	6	4	2	5	6	3
1	2	2	4	2	3	4	6	5	2
4	1	3	6	3	3	2	2	3	3
1	1	1	1	3	4	1	3	5	6
4	6	5	3	4	4	4	1	5	1
5	3	3	4	4	1	4	1	6	4
1	6	2	3	6	2	6	4	4	1
5	3	2	5	6	5	3	1	2	1
1	5	5	6	1	6	3	2	6	6
6	6	2	6	6	3	2	3	2	4
4	3	4	4	1	5	5	1	1	5
5	6	6	5	4	3	6	1	5	1

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All Action Random numbers 5.

Magic number:

Magic color:

Here are your random numbers:

5	5	4	5	4	1	2	6	2	3
2	4	3	4	6	3	6	4	6	4
5	2	3	1	2	3	4	3	5	1
6	2	1	5	2	4	2	4	6	6
6	4	5	4	6	4	4	6	5	4
2	4	4	1	1	6	5	6	5	1
1	3	2	5	2	6	2	2	1	3
2	3	4	1	2	3	6	4	3	1
4	3	5	6	3	2	2	4	3	1
5	5	3	5	4	1	5	6	2	5
5	3	1	2	1	5	3	3	2	3
3	2	6	1	2	4	5	5	1	2
5	3	5	4	4	3	5	4	5	3
1	3	4	2	1	5	1	1	6	1
1	3	5	6	4	4	2	5	4	4
6	3	1	3	3	5	1	1	5	3
1	2	6	5	6	4	6	3	3	1
2	1	4	3	2	3	5	6	5	2
3	5	4	5	4	4	1	1	5	6
2	1	3	5	3	3	5	6	3	1

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All Action Random numbers 6.

Magic number:

Magic color:

Here are your random numbers:

2	6	1	5	3	6	3	5	2	1
5	1	6	6	2	5	4	3	3	3
3	2	4	2	4	4	2	6	5	2
3	4	2	3	4	3	2	1	4	4
6	1	3	2	3	3	2	6	6	4
4	5	5	4	4	2	1	1	1	2
1	2	2	1	4	5	2	1	4	5
6	1	2	5	6	2	2	1	1	1
6	6	6	4	5	3	4	1	1	4
3	6	3	2	5	2	3	3	5	3
5	3	6	3	1	6	2	6	5	1
4	4	4	6	1	1	5	3	5	5
4	5	4	4	2	1	2	6	5	5
6	5	5	1	2	6	6	3	1	3
5	4	6	5	6	4	5	2	4	5
3	3	1	6	5	4	4	2	2	1
1	6	4	3	6	1	6	1	1	3
3	1	5	3	3	3	3	3	3	6
3	4	2	2	5	2	1	6	4	1
1	5	4	2	2	6	3	1	6	4

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Bonus 5: Blocks/Time half number sheets.

This Bonus contains a 6-pack of random half numbers generated using

WWW.random.org.

200 random numbers with values between 1 and 3 were generated in rows with 10 numbers.

The Blocks/Time number sheets are intended to be used together with the All-Action number sheets in Bonus 4 and the SynchroNewCity 2 Go! Cheat sheet in Appendix 1.

The Blocks/Time number sheets are used to give distance or time instructions.

It may indicate the number of blocks to walk, the number of intersections or streets, or time in minutes to walk or perform a task, depending upon user preferences for the game., which is agreed upon by the players prior to starting the game.

You may print out a single sheet and use it with a single All-Action sheet.

Another alternative is to print out the six All-action sheets, all 6 pages, and then print one of the Block/Time sheets on the back side, in order to save paper and the planet.

Put these in six envelopes, and toss dice or draw one, which then is used for the Game.

If you give a shit about the rainforest, then print out all the All-Action number sheets and put them in separate envelopes, then print out the Block/Time sheets and put them in separate envelopes.

Two of the participants either toss a die or draw an envelope, and the one All-Action sheet and the one Block/Time sheets picked is used for the game.

Remember that this game is all about randomization and unpredictability.

By drawing two sheets from 12 possible sheets, one ensures a high level of randomization.

Use a pen or marker pen to mark the numbers that have been used, or else it will be easy to forget which number is next.

Blocks/Time half number sheet 1.

Here are your random numbers:

2	3	1	3	3	2	3	2	3	3
2	3	3	3	3	2	1	1	1	2
3	1	3	2	2	1	3	3	3	1
1	3	2	2	2	1	2	3	3	3
3	3	2	3	3	1	3	3	3	1
3	1	1	1	1	1	3	2	2	2
3	3	3	2	2	2	3	2	3	2
1	3	1	2	3	1	1	2	1	2
2	2	3	2	3	1	2	1	1	3
2	1	2	1	1	1	1	1	2	1
2	3	3	1	3	3	2	2	3	3
1	3	3	3	2	1	3	2	2	2
3	1	3	2	1	2	2	3	2	2
1	1	3	1	1	3	2	1	1	3
2	3	3	3	3	1	3	1	3	2
3	3	2	3	3	1	1	3	3	3
1	2	2	2	2	2	2	2	3	1
1	3	2	1	1	3	1	3	3	3
3	1	1	1	2	2	2	2	1	3
1	2	1	2	3	2	3	1	1	2

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Blocks/Time half number sheet 2.

Here are your random numbers:

1	1	1	1	3	1	1	2	2	3
1	3	2	1	1	3	1	3	3	2
1	2	1	2	2	2	1	2	1	2
2	2	3	3	3	3	2	3	3	3
1	2	2	1	3	3	3	2	3	1
1	1	1	3	2	2	3	1	3	2
3	3	3	3	3	3	3	2	1	1
3	1	3	3	1	1	1	1	1	2
3	1	2	2	3	1	2	2	1	3
1	2	2	2	2	1	2	1	2	1
3	3	3	1	3	2	1	2	2	1
3	2	2	3	2	1	2	1	3	2
3	2	1	1	2	3	1	3	1	2
1	2	3	1	2	3	2	1	2	1
1	3	3	2	1	3	3	3	2	3
1	1	3	3	2	3	1	3	2	2
1	1	3	2	3	3	2	3	1	2
3	1	1	3	1	3	3	1	2	1
2	1	3	3	3	2	1	3	2	2
2	2	2	3	2	2	2	1	3	2

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Blocks/Time half number sheet 3.

Here are your random numbers:

2	3	2	1	3	2	3	3	2	1
3	3	1	1	2	2	2	1	2	1
3	3	1	3	3	3	3	3	3	3
1	2	2	1	2	1	1	1	1	1
3	2	3	2	1	2	1	3	2	2
1	2	1	2	2	2	1	2	1	3
2	3	2	3	3	3	1	3	3	3
3	3	1	3	2	2	3	1	3	2
2	1	1	3	2	1	2	3	2	2
3	3	1	3	2	2	3	1	1	1
1	2	2	2	1	1	3	1	2	1
3	1	2	2	2	3	1	2	1	2
2	2	2	2	3	1	1	1	2	1
1	3	3	1	3	1	2	1	2	3
1	1	1	3	1	1	3	3	1	1
1	2	2	2	2	3	1	1	3	2
1	3	3	2	1	3	2	1	2	1
2	3	2	2	3	3	2	2	3	2
1	2	2	2	2	2	2	1	3	1
2	2	1	1	3	2	1	3	1	2

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Blocks/Time half number sheet 4.

Here are your random numbers:

2	2	1	3	2	1	1	3	3	1
1	3	2	2	1	3	1	3	1	2
3	3	1	3	3	2	3	1	1	1
2	3	3	1	1	3	1	3	2	1
3	2	2	3	2	1	2	2	3	1
1	1	2	1	2	1	3	2	1	2
2	1	2	3	3	2	1	3	2	1
2	1	3	2	2	3	2	3	2	3
3	3	2	1	2	2	2	3	2	1
2	1	2	2	1	2	1	1	2	1
1	1	3	1	1	1	3	1	2	1
3	2	2	1	1	3	3	3	2	1
1	3	1	2	3	3	3	3	1	2
2	3	1	2	1	1	3	1	2	1
2	2	3	2	1	2	2	1	2	1
2	2	3	3	3	2	1	2	2	2
3	3	3	2	1	3	1	3	2	1
3	2	3	3	1	1	2	1	1	2
2	3	3	1	1	2	1	3	3	1
1	3	3	3	1	1	3	1	1	1

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Blocks/Time half number sheet 5.

Here are your random numbers:

2	1	1	1	2	1	3	1	2	2
1	3	2	2	2	3	3	2	2	1
1	3	2	2	3	3	2	2	3	2
1	1	1	3	1	2	3	2	2	2
3	3	3	2	3	2	2	2	2	2
3	1	3	3	3	2	1	3	3	3
3	3	2	2	2	3	2	3	2	2
2	1	1	2	2	3	2	2	1	1
2	1	1	2	2	1	2	1	2	1
2	1	1	3	1	2	2	1	1	3
1	1	3	1	3	1	1	1	3	3
3	2	3	3	3	1	1	2	3	1
2	1	3	3	2	2	3	3	1	3
1	3	3	2	3	3	2	3	3	1
2	3	3	3	3	2	2	2	2	3
3	3	2	2	3	3	3	1	3	3
2	2	1	3	2	3	1	2	3	3
3	1	3	3	2	2	1	3	2	1
1	3	1	2	2	3	3	1	3	3
1	3	1	1	1	1	1	3	1	1

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Blocks/Time half number sheet 6.

Here are your random numbers:

1	1	2	3	2	3	2	3	3	2
3	2	1	1	2	1	2	1	1	3
1	2	2	1	2	3	1	2	1	2
3	2	1	3	2	3	1	1	3	1
2	3	3	3	2	2	3	3	2	1
2	1	2	3	3	2	2	3	3	3
2	2	3	3	1	2	2	3	3	2
3	2	1	3	3	3	2	3	3	3
2	2	1	1	3	1	2	1	2	3
3	1	1	2	1	3	3	1	3	3
3	2	2	3	1	1	1	3	1	1
2	3	3	2	3	1	3	2	1	2
1	3	3	2	3	3	3	3	2	1
3	1	2	2	3	3	3	1	2	3
3	1	3	3	2	1	1	2	2	1
3	2	2	3	3	1	2	3	3	3
3	2	2	2	2	2	1	1	2	3
2	3	3	1	3	1	2	1	1	1
2	2	2	1	1	2	3	3	2	3
1	1	1	1	3	3	1	3	2	3

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Bonus 6: Blocks/Time minimum number sheets.

This Bonus contains a 6-pack of minimum random numbers generated using

WWW.random.org.

200 random numbers with values between 1 and 2 were generated in rows with 10 numbers.

The Blocks/Time minimum number sheets are intended to be used together with the All-Action number sheets in Bonus 4 and the SynchroNewCity 2 Go! Cheat sheet in Appendix 1.

The Blocks/Time number sheets are used to give distance or time instructions.

It may indicate the number of blocks to walk, the number of intersections or streets, or time in minutes to walk or perform a task, depending upon user preferences for the game., which is agreed upon by the players prior to starting the game.

You may print out a single sheet and use it with a single All-Action sheet.

Another alternative is to print out the six All-action sheets, all 6 pages, and then print one of the Block/Time sheets on the back side, in order to save paper and the planet.

Put these in six envelopes, and toss dice or draw one, which then is used for the Game.

If you give a shit about the rainforest, then print out all the All-Action number sheets and put them in separate envelopes, then print out the Block/Time sheets and put them in separate envelopes.

Two of the participants either toss a die or draw an envelope, and the one-All Action sheet and the one Block/Time sheets picked is used for the game.

Remember that this game is all about randomization and unpredictability.

By drawing two sheets from 12 possible sheets, one ensures a high level of randomization.

Use a pen or marker pen to mark the numbers that have been used, or else it will be easy to forget which number is next.

Block/ time minimum number sheet 1.

Here are your random numbers:

2	1	2	1	2	2	1	1	2	1
2	2	2	2	1	2	1	2	2	2
1	2	1	2	2	1	2	2	1	2
2	2	1	1	1	1	1	1	2	1
2	1	2	2	1	2	1	1	2	1
2	2	2	1	1	1	2	1	1	1
2	2	2	1	1	1	1	1	1	1
2	1	1	2	1	1	1	2	2	1
1	2	1	1	2	2	2	1	2	2
2	1	1	2	1	1	1	1	2	1
1	1	1	1	2	1	2	1	1	2
2	1	2	1	2	1	1	2	2	1
1	1	1	1	1	1	1	2	1	2
2	2	1	1	1	1	1	2	2	1
1	2	2	2	2	2	1	1	2	1
2	1	1	2	2	1	1	1	2	1
1	1	2	2	1	2	2	1	1	2
1	1	2	2	1	1	1	1	1	2
1	1	1	1	2	2	1	2	1	2
2	2	1	1	2	2	2	1	1	2

Block/ time minimum number sheet 2.

Here are your random numbers:

2	2	2	1	2	2	2	2	1	1
2	1	1	1	1	1	2	2	1	2
2	2	2	2	1	1	1	1	1	1
2	1	1	1	1	1	1	1	1	2
1	1	2	1	2	1	1	1	1	2
1	1	2	1	1	2	2	2	2	2
1	1	2	2	1	1	2	2	2	1
2	1	1	1	1	2	2	1	2	2
2	2	2	2	1	2	2	2	1	1
1	1	1	2	1	1	2	1	1	1
2	2	1	1	2	1	2	1	2	2
1	2	1	1	1	1	1	1	1	1
2	1	1	1	1	2	2	1	2	2
1	1	2	2	2	1	1	2	1	1
2	1	1	2	1	1	1	2	1	1
1	1	1	1	1	2	2	1	1	2
1	2	1	1	2	2	2	1	1	1
2	1	1	2	1	1	1	2	2	1
1	2	1	1	1	1	2	1	1	2
1	2	2	1	1	2	2	1	1	2

Block/ time minimum number sheet 3.

Here are your random numbers:

1	2	1	1	1	1	2	2	2	2
2	2	2	2	1	2	2	1	1	2
2	2	1	2	2	1	1	1	2	2
1	2	2	1	1	1	2	1	1	2
1	2	2	2	2	1	2	1	2	2
2	2	1	2	1	1	2	2	2	2
2	2	2	1	1	2	2	1	1	2
1	1	1	2	2	2	2	1	2	2
1	1	1	1	2	1	2	1	1	1
1	1	2	1	1	2	2	1	2	1
2	2	2	1	1	2	2	2	2	1
2	2	1	2	2	1	2	1	1	1
2	1	2	1	1	2	1	1	2	1
1	2	1	1	2	1	1	2	2	1
2	1	1	2	1	1	1	2	2	1
2	2	1	1	1	1	1	1	2	1
1	2	1	2	2	2	2	1	1	2
1	2	2	2	2	2	1	2	2	2
1	2	2	1	1	2	1	1	2	2
1	1	2	1	2	1	2	1	1	2

Block/ time minimum number sheet 4.

Here are your random numbers:

1	1	2	1	1	1	2	2	2	1
2	2	1	1	1	2	2	2	1	2
2	2	1	2	1	1	1	2	1	2
2	1	1	2	2	1	1	2	1	2
1	2	1	2	1	1	2	1	1	2
1	2	2	1	2	2	1	1	1	2
1	1	1	2	1	2	1	2	2	1
2	1	1	2	1	1	1	1	1	1
2	1	1	1	1	2	2	1	1	2
2	1	2	1	2	2	1	1	1	1
1	2	2	1	1	2	2	2	2	1
1	2	2	2	1	2	1	2	1	2
2	1	2	1	2	2	2	2	2	1
1	1	2	1	2	2	1	1	1	1
1	2	1	2	2	2	2	1	2	2
1	2	1	2	1	1	2	2	1	2
2	2	1	2	2	2	1	2	1	2
2	2	2	1	2	1	1	2	2	2
1	2	2	2	2	2	2	1	1	2
2	2	2	2	2	1	2	1	2	2

Block/ time minimum number sheet 5.

Here are your random numbers:

2	2	1	2	1	1	2	1	2	2
1	2	2	2	2	1	2	1	2	2
1	2	2	2	2	2	2	1	2	2
2	1	1	1	2	1	1	2	2	2
2	1	1	2	2	2	2	2	2	2
2	2	1	2	2	2	2	2	2	2
2	1	2	2	2	1	1	2	2	2
1	1	2	1	2	1	2	2	2	1
2	1	2	1	2	2	2	1	2	2
2	1	2	1	1	1	1	1	1	1
1	2	1	1	1	2	1	2	1	2
1	2	2	2	1	1	2	2	2	1
2	1	2	2	1	1	2	1	1	1
2	2	1	2	1	1	1	1	2	2
2	1	2	2	2	1	2	1	1	2
1	2	1	2	1	1	1	2	2	2
1	2	2	2	1	2	2	2	2	1
2	2	2	2	1	2	1	1	1	1
1	1	2	1	2	2	2	2	2	2
2	1	1	1	1	1	1	1	1	1

Block/ time minimum number sheet 6.

Here are your random numbers:

1	2	1	2	2	1	2	2	1	2
2	2	1	1	1	1	2	1	2	2
2	2	1	1	1	2	2	1	2	2
1	2	2	1	1	1	1	2	2	1
1	2	2	2	2	2	2	1	2	2
1	1	2	1	2	2	2	1	2	1
1	2	2	2	2	1	2	1	1	2
2	1	1	1	2	1	1	2	1	1
2	2	1	1	2	2	1	1	2	1
1	1	1	2	2	2	2	1	1	1
2	1	1	2	2	2	1	2	2	1
2	2	2	2	2	2	1	1	1	2
2	1	1	1	2	2	1	2	1	1
2	2	1	1	2	1	2	2	2	2
2	1	2	2	2	2	1	1	1	1
2	1	2	1	2	1	2	1	2	1
1	1	1	1	2	1	2	2	1	2
1	1	2	2	1	1	2	2	2	1
1	2	1	2	1	1	1	2	1	1
2	2	2	2	2	2	1	1	2	2

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Bonus 7: Drinking Game Activity Cards Template

The following is a set of drinking game cards that can be printed out.

It consist of two pages, where one page is the drinking game cards, and the other page is the game logo, intended for a decorative backside.

When printing the cards, try to scale the pages to cover the entire A4 page.

You may print the drinking game cards on one page of a sheet, and then the logo on the other side of the sheet, and then cut them out, for a slim card.

Alternatively, You can print out the Drinking Game Cards on one sheet, then the logos on another sheet, and then cut out all the cards on both sheets, and then clue them together, with the Drinking Game Card on one side, and the logo on the other side, as this will give a thicker, siffer card.

All cards should be laminated, so that they will last longer and can be used outdoors in rain or snow.

You may of course create Your own set of Drinking Game Cards.

Drinking game: Toby's Dicey Beer Drinking Game	**Drinking game:** Shotgun – double barrel	**Drinking game:** Duel – All or Nothing	
Drinking game: Toby's Dicey Shot Drinking Game	**Drinking game:** Double tap – 1, 2, 3 method	**Drinking game:** Duel – Team face off	
Drinking game: The Finger	**Drinking game:** Bottoms up!	**Drinking game:** Toby's Dicey Drinking Game	
Drinking game: Shotgun – single barrel	**Drinking game:** Duel – One on One	**Drinking game:** Drunk as a Dodo!	

SYNCHRONEWCITY 2 GO!
The Dicey Exploration Game!

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The Dicey Exploration Game!

Bonus 8: Directional Activity Cards Template

This is a collection of Direction Activity cards.

The templates should be scaled to fit an entire A4 page, for easier cutting out of the cards.

You may use one sheet of paper, and pring one side with the direction cards, and the other side with the logo, and then cut them out, or, for a thicker, card, print one sheet with the direction activity cards, and another sheet with the logo, and then cut out the cards and glue them together.

It is recommended to laminate the cards, so that they can be used in all sorts of weather, and will last longer.

Note that there are two pages of Direction Activity Cards, so the Logo page has to be printed twice.

When used in the game, You should only use cards that You have the equipment for.

You may of course create Your own set of cards if You like.

DIRECTION CARD: Take the Red pill	DIRECTION CARD: ask the Mad Hatter	DIRECTION CARD: Red Queen – Head off!	DIRECTION CARD: Spinning top – Long peg
DIRECTION CARD: Take the Blue pill	DIRECTION CARD: ask the Cheshire Cat	DIRECTION CARD: Chase the Sun	DIRECTION CARD: Spinning top – Short peg
DIRECTION CARD: one to make You small	DIRECTION CARD: ask the White Rabbit - Hour	DIRECTION CARD: Chase the Moon	DIRECTION CARD: Spinner - Colour
DIRECTION CARD: One to make You tall	DIRECTION CARD: ask the White Rabbit – minutes	DIRECTION CARD: Spinning top – Long or Short?	DIRECTION CARD: Spinner – By the Number

DIRECTION CARD: D8 Direction die - Compass	**DIRECTION CARD:** Green die magic mirror		
DIRECTION CARD: D12 direction die – Clock spin	**DIRECTION CARD:** Follow White Rabbit		
DIRECTION CARD: Decision die – Go.. Yes or NO?	**DIRECTION CARD:** Blind spin		
DIRECTION CARD: The way of the White die	**DIRECTION CARD:** Bunch spin		

SYNCHRONEWCITY 2 GO!
The Dicey Exploration Game!

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The Dicey Exploration Game!

Bonus 9: Playtime Game Activity Cards Template

This is a set of Playtime Game Activity cards that can be printed out and used in the game.

The set contains two pages, where the first page is thePlaytime Cards, while the second page is the Game Logo page.

As mentioned, You can either print out the pages on one sheet or two separate sheets and glue them together.

Cut out the cards, and laminate them for durability and weather proofing.

You may also create Your own set of Playtime cards if You want to.

PLAYTIME CARD: White Rabbit Aka Frozen tags	**PLAYTIME CARD:** Say what I say, Do what I say!		
PLAYTIME CARD: Red Queen Aka Red/green light	**PLAYTIME CARD:** The Queen Commands		
PLAYTIME CARD: Dodo Dice egg Colour race			
PLAYTIME CARD: Who stole the die?			

SynchroNewCity 2 GO!
The Dicey Exploration Game!

The great goddamn machine society has made us all into hamsters.

We don’t see the world within us, waiting to be born.

Actors only able to play one role.

Whoever heard of such nonsense.

We must create random men, dicepeople.

The world needs dicepeople.

The world shall have dicepeople.

From “The dice man”, by Luke Rhinehart.

SynchroNewCity 2 Go!

The Dicey Exploration Game!